PLAYSTATION • SATURN • NINTENDO 64 • NEO GEO • SMS • SNES • VIRTUAL BOY • GENESIS • ARCADE

GAMEFAN

NEXT GENERATION VIDEO GAME MAGAZINE
VOLUME 4 • ISSUE 9

HEADING HOME!



SATURN & PLAYSTATION PREVIEWS INSIDE!

INSIDE THIS ISSUE:

PLAYSTATION:
WIPEOUT XL
TEKKEN 2
ROBOTRON X
SIR LOMAX
FORMULA 1
KINGS FIELD 3
INCREDIBLE HULK

SATURN:
NIGHTS
MACHINE HEAD
LEGEND OF OASIS
LUNAR•SILVER STAR STORY

NINTENDO 64:
MK TRILOGY
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SUPER MARIO 64

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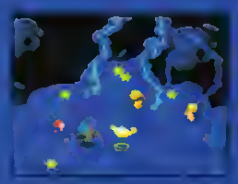
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GRETZKY 64•3D BASEBALL
ADIDAS POWER SOCCER
DECATHLETE
PLUS: AN INTERVIEW WITH NAUGHTY DOG - CREATORS OF CRASH BANDICOOT



You can't just run away from your problems any more. From now on, you'll have to think on your feet.



Jumping, ducking and dodging have always been a critical part of any button-bashing Mario adventure. But with the new Super Mario RPG you'll also be pushing every brain cell you've got. • That's right. You and the world's most heroic plumber will have to battle through all the twists, turns and thumb-numbing action of a classic Mario adventure. Plus, meet the mental challenge as the story unfolds in this fully-rendered role-playing game! • It's the best of both worlds. One minute you're neck and neck at the Yoshi Races. The next you're gambling the night away at the Grate Guy's Casino. And, in between, you'll have to test your brains on mind-mushing riddles and new action-puzzles. Of course you'll find plenty of new friends who can help out. But they'll need your help in return. Without you, Mallow will never find his true family. Geno will never become a real boy. And Booster will never find a bride. • You'll also bump into all kinds of new baddies, plus classic goons from every Mario game in history. Only now, they're rendered in ACM with a 3-D, three-quarter overhead view. • So get ready for all kinds of new Nintendo action and brain-bending Square Soft adventure. Remember, running and jumping is a great start. But this time around you'll also need plenty of brains to finish.



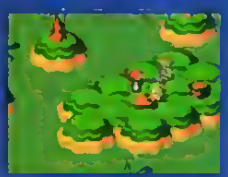
You'd never want to be on the bad side of your new pal Mallow. His thunderbolt Special Attack brings a blast of lightning down on any enemies in sight.



You want a new kind of Mario action? Try the Yoshi races. But here's a tip. If you don't hit the buttons to the beat, you'll get beat.



Whether you call it more action or more RPG, the fact is you'll have to use every trick in both books to beat these bad guys.



Finding Frogfucious is a wise move if you want to know more about your future quest.



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MIYAMOTO'S LATEST MARKS A NEW BEGINNING FOR THE NEXT GENERATION

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I'LL HAVE THAT TO GO PLEASE! CAPCOM'S ARCADE PERFECT – RIGHT DOWN TO SAKURA'S UNDERPANTS

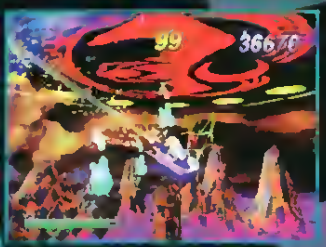
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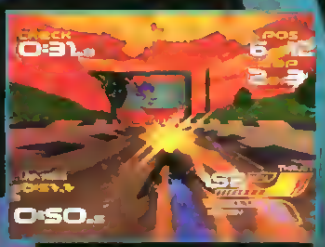
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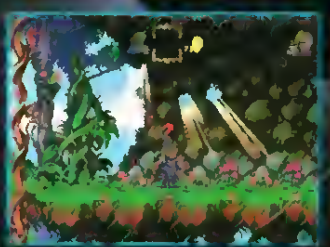
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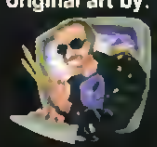
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GAMEFAN original art by:

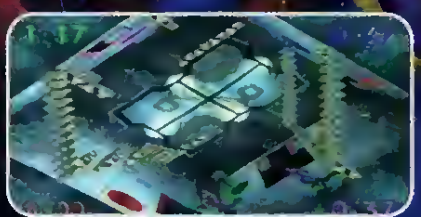


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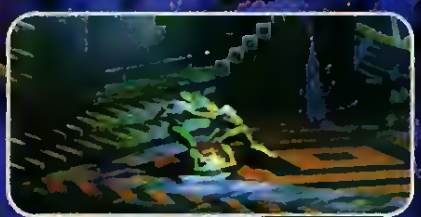
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Go for a spin. Or burn



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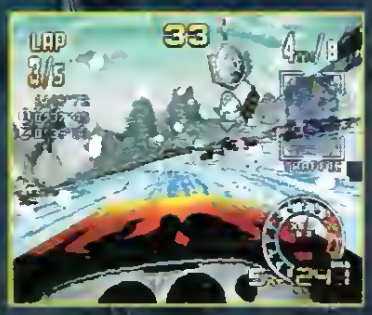
up the road.



There are two kinds of people in the world. Those who wear pink. And those who see red. If you're in the second category, you know other racing games just aren't up to speed. So hit the Burning Road.™



Four kick ass vehicles scream over ***three savage tracks. Wipe-out weather conditions*** rock your world. Choice of ***automatic or manual transmission*** puts you in control–while ample opportunities to ***slam or be slammed*** hurl you out of it. From there on in, your performance is not a pretty picture. Especially when you consider all the ***visible damage*** left behind. Toss ***blazing arcade quality action*** and ***4 distinct camera angles*** into the mix for the ultimate roadkill recipe. And unlike those other games where you may never know what hit you, Burning Road's ***entire replay mode*** plays the whole race start to finish–not just lap highlights.



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A METROPOLIS PUBLICATION



I was planning a rant about the Nintendo 64 this month, but we've done that so abundantly elsewhere in the issue that I'm at a loss. Suffice it to say, we love our new cartridge buddy and hope with all of our wee ilttle gamer minds that more games as innovative as Super Mario 64 and Pilotwings 64 are close behind.

So instead, I'll take this opportunity to welcome some new additions to team GameFan. These are individuals willing to cast normal life aside and instead, eat, sleep, and drink video games. Gary Harrod comes to us from London, England where he's been burning the midnight oil growing MAXIMUM into a leading European Pub (no pun intended). Gary has a unique style which, when blended with GameFan's ink-it-till-it-drips format, looks fantastic. Gary managed to survive the GameFan Alpha initiation by dealing cheap blows with Sodom while spouting English humor.

Mike Griffin (alias Jacques Strap) has been chosen to head up GF Sports which will see continued growth in the months to come and September also marks the return of Craig Keller's "Evil Lights," previously GF's leading free-lancer. Two additional new Eds will arrive in the following weeks to join MegaFan, our new pint-sized strategy/arcade mag.

Speaking of new books, Frank Martinez Jr. and Gerald Abraham have found a home at the newly-assembled GameFan Book Division, headed up by our own Jody Seltzer. Our Book Division is in full swing, producing some of the highest quality strategy guides in the industry. Don't forget to check us out on the web as well. We've got some great stuff in development which should be up shortly after this issue. Bolischoy Taviedal



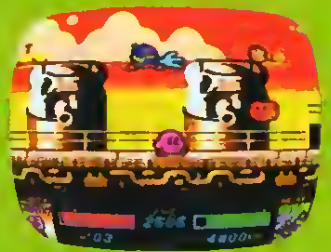
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This Kirby may carry a wand, but he ain't no fairy godmother.



Swords, bombs, boomerangs, hammers. This is some serious marshmallow carnage!







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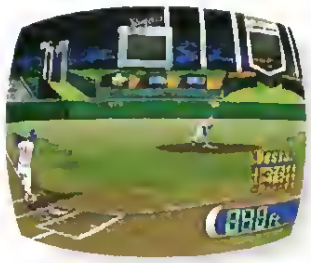
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TOP TEN MOST WANTED

READERS' TOP TEN

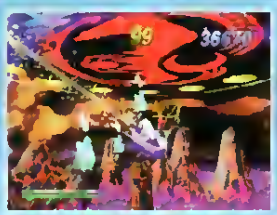
1. *Resident Evil* - PS
2. *Street Fighter Alpha* - PS
3. Super *Mario RPG* - SNES
4. *Virtua Fighter 2* - Saturn
5. *Chrono Trigger* - SNES
6. *Panzer Zwei* - Saturn
7. *Killer Instinct 2* - Arcade
8. *DK Country 2* - SNES
9. *Guardian Heroes* - Saturn
10. *Tekken 2* - Arcade



READERS' MOST WANTED

1. *Mario*[64] - Nintendo[64]
2. *Final Fantasy VII* - *PS*
3. *KI*[64] - Nintendo[64]
4. *Tekken 2* - PS
5. *SF Alpha 2* - PS/Saturn
6. *Zelda*[64] - Nintendo[64]
7. *Virtua Fighter 3* - Arcade
8. *Nights* - Saturn
9. *Pilotwings*[64] - Nintendo[64]
10. *Crash Bandicoot* - PS













GF EDITORS' TOP TEN

1. *Super Mario*[64] - Nintendo[64]
2. *Crash Bandicoot* - PS
3. *NiGHTS* - Saturn
4. *Pilotwings*[64] - Nintendo[64]
5. *Robotron X* - PS



6. *SF Alpha 2* - Saturn/PS
7. *Sonic Fighters* - Arcade
8. *Hermie Hopperhead* - PS
9. *Legend of Oasis* - Saturn
10. *Wipeout XL* - PS

1. *Super Mario*[64] - Nintendo[64]
2. *NiGHTS* - Saturn
3. *Warsong* - *Genesis*
4. *SF Alpha 2* - Saturn/PS
5. *Resident Evil* - PS



6. *Lunar 2* - Saturn
7. *Tobal No.1* - PS
8. *Tomb Raider* - PS
9. *Dark Savior* - Saturn
10. *Snatcher* - Saga CD

1. *Super Mario*[64] - Nintendo[64]
2. *Tekken 2* - PS
3. *NiGHTS* - Saturn
4. *SF Alpha 2* - Saturn/PS
5. *Resident Evil* - PS



6. *Pilotwings*[64] - Nintendo[64]
7. *Legend of Oasis* - Saturn
8. *Gensou Suikoden* - PS
9. *Tomb Raider* - PS
10. *Policenauts* - PS

1. *Super Mario*[64] - Nintendo[64]
2. *NiGHTS* - Saturn
3. *Legend of Oasis* - Saturn
4. *Torico* - Saturn
5. *Takkan 2* - PS



6. *Resident Evil* - PS
7. *Gensou Suikoden* - PS
8. *Policenauts* - PS
9. *Treasure Hunter G* - SFC
10. *Emerald Dragon* - PC Engine

1. *Super Mario*[64] - Nintendo[64]
2. *NiGHTS* - Saturn
3. *Pilotwings*[64] - Nintendo[64]
4. *Sonic CD* - Mega CD
5. *Victory Goal '96* - Saturn



6. *Takkan 2* - PS
7. *DecAthlete* - Saturn
8. *Lunar* - Saturn
9. *Dark Savior* - Saturn
10. *Last Bronx* - Arcade

1. *Twilight Syndrome* - PS
2. *Tokimeki Memorial* - PS
3. *Super Mario*[64] - Nintendo[64]
4. *Pilotwings*[64] - Nintendo[64]
5. *Dezaemon Plus* - PS



6. *Tekken 2* - PS
7. *Dragon Ball Z Legends* - PS
8. *Puzzle Bobble 2* - PS
9. *Street Fighter Alpha 2* - Arcade
10. *Gensou Suikoden* - PS

WIN THE GAME SYSTEM OF YOUR CHOICE! ENTER TODAY!

All you have to do to enter the drawing is write down a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, on a piece of paper or a postcard then send them to: GAMEFAN TOP TEN, 5137 Clareton Dr., Suite 210 Agoura Hills, CA 91301

First Prize:
Your choice of a 32X, VIRTUAL BOY, or NOMAD.

Second Prize:
Your choice of one of the Picks of the Month in Viewpoint.

Third Prize:
A FREE year of GameFan! The best magazine in the universe!

Drawing is limited to One (1) entry per person per month. Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page. For a complete list of rules and regulations write GameFan Top Ten with self addressed & stamped envelope

Congratulations

to last month's winners:

First Prize:
Kitt Shaw, Florence, VT

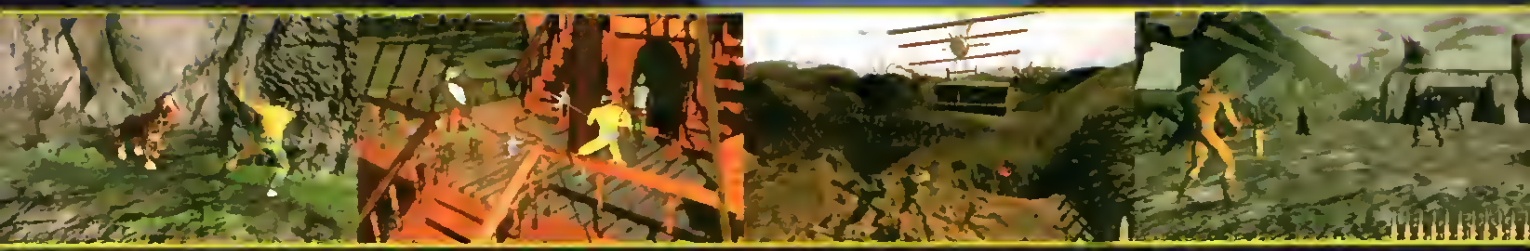
Second Prize:
Edward Tumino, Shelter Island, NY

Third Prize:
David Messina, Golden Valley, AZ

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First Prize!
Win a Sega Nomad Game System!!

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Nintendo GameBoy system!!

Third Prize!
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Send in your codes... good, bad, or ugly. We'll look 'em over and choose one grand prize winner each month. Codes cannot come from a previously published US magazine. Winners will be drawn each month and displayed here in Hocus Pocus, the only place where cheaters prosper. (Current subscribers who win a sub. will receive a one-year extension.)

CONGRATULATIONS!

To this month's winners:

First Prize:

Ramon E. Chelcolite, MD, Wochester, MA

Second Prize:

Travis Dagenheardt, Statesville, NC

Third Prize:

Anthony Negrette, Minomonee Falls, WI

SEND YOUR CARDS AND LETTERS TO:

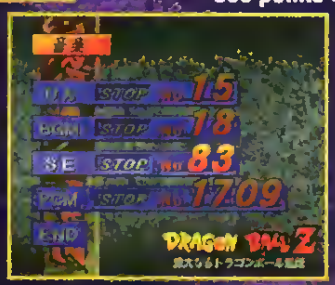
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DRAGON BALL Z LEGENDS — PLAYSTATION IMPORT — SP MODE, X-TRA OPTIONS



Normally, to access SP Mode in Dragon Ball Z Legends, you must first beat the game in Z Campaign Mode. There is however, another way. Simply press and hold X, Y, Z, and START at the TITLE SCREEN. In SP BATTLE MDDE, you can fight over 30 characters, including new foes not seen in the Z Campaign Mode. There's also an extra option menu. Just press the "A" button during the DPTION menu to listen to the Voices, BGM, and PCM! Beat Z Campaign mode with over 500 points for the real ending.







TEKKEN 2 — PLAYSTATION IMPORT — HYPER JUGGLE CODE



When selecting your character, press and hold SELECT and UP until the match starts. You will hear a "smash" it done correctly. Use the Plyr. 2 controller port to input the code for Plyr. 1.



IN THE HUNT — PLAYSTATION

Stage Select

During the TITLE SCREEN, Press and hold UP/LEFT and SELECT. Then, while holding, press the CIRCLE button. The STAGE SELECT command should appear above the logo.

Speed Change

Pause while playing the game. Press and hold TRIANGLE and R2, then press START again. Now if you pause during the game and use TRIANGLE and L2, your speed will go down.

Infinite Continues

When your Continues reach zero, press and hold TRIANGLE and SELECT, and hit START.

SUPER MARIO RPG — SUPER NES

Fight Culex!

First, buy the fireworks in Moleville. Next, locate the little girl who will exchange them for the Shiny Stone. Use the stone in Monstro Town at the door that won't open. Proceed in, and you will fight Culex from the Japanese *Final Fantasy 2*, complete with the original Square tunes!

Beau Cerdan
Bremerton, WA

GALAXIAN 3 — PLAYSTATION

Movie & Sound Test Mode

At the developer's logo, input : L1, R2, R1, L2, UP, DOWN, UP, DOWN. A Movie Test Mode should appear. If you press SELECT during the movie you'll enter the SOUND TEST mode.

NBA GIVE-'N GO — SUPER NES

Hidden Difficulty Level

At the TITLE SCREEN, press UP, UP, DOWN, B, A, Y, DDWN, DOWN, B, A. Then go to the OPTIDNS and select RULES/DIFFICULTY. There should be a new setting "S" next to "LEVEL".

Gibson Yen
Silver Spring, MD

SUPER MARIO RPG — SUPER NES — INFINITE EXPERIENCE POINTS

When you first arrive to Belome's Temple save your game at the Save Box. Next, get the Star and kill as many monsters as you can. Fall through the hole and pay for another Star from the Shy guy behind the crates. Now kill as many monsters as you can again. Then proceed to Belome and purposely die. The next time you continue from the Save Box, you'll start with all the experience points previously earned! Repeat this process as much as you like, but if you save after this process, you can't do it again!

MARK
azali@earthlink.net

FIFA '96 — SONY PLAYSTATION — DYNAMIC DUO AND STAR TREK

Once you start your game, pause, then go to the OPTIONS menu and enter the following code:
Batman and Robin - SQUARE, TRIANGLE, X, SQUARE, TRIANGLE, TRIANGLE, TRIANGLE, SQUARE
Data and Spock - SQUARE, TRIANGLE, X, SQUARE, TRIANGLE, TRIANGLE, X, X.
Once the code has been entered, you'll hear a "click." You must now exit your game and go back to the OPTIONS menu in the MAIN SCREEN. There you will find your choices at the bottom.

Ramon E. Cheleuitte, MD
Wochester, MA

STREET FIGHTER ALPHA — SEGA SATURN — FIGHT ANIMAL FIRST

When selecting your character, press and hold L SHIFT, RIGHT SHIFT and B. Continue holding until the match starts.

Todd Khatinha

ULTIMATE MK 3 — SEGA SATURN — MAX KREDITS

In UMK3 for the Saturn there's a way to get 65,535 kredits. In a one player game, after you have used up all your kredits and right before you lose a match, if you hit start on the second controller, the select game type screen will come up and show that you have 65535 kredits instead of zero. You have to hit start on the second controller before the game is actually over for this to work.

gprobst@mail.vt.edu

GUARDIAN HEROES — SEGA SATURN — 99 CONTINUES

Start the game and go to DIP SWITCH on the OPTIONS screen. Select EASY, and start a new game on story mode. Reset the game by using the controller (A, B, C, and START). Now go back to DIP SWITCH and select NORMAL or HARD, load the game started, and you'll be playing the game on that level with 99 continues!

Travis Dagenheardt
Statesville, NC

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Unfortunately, he has an iron jaw (and a rocket launcher).

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AGILE WARRIOR

Intinite Armor	800D43DC	0064
Intinite Fuel	800D43D8	FFFF
Intinite Sidewinders	80060F26	0020
Intinite Rockets	80060F28	0020
Intinite Mavericks	80060F2A	0020
Intinite Napalm	80060F2C	0020
Intinite 8unker 8usters	80060F2E	0020
Intinite Cluster 8ombs	80060F30	0020
Intinite Fuel Air Explosives	80060F32	0020
Intinite 861 SRAM	80060F34	0020
Intinite AMRAAM	80060F36	0020
Speed is Always ???	800D4398	____

Insert numbers in the blanks for different speeds. I recommend you keep the first two "0" or else you'll die quickly.



8UST-A-MOVE 2

Intinite Continues	800F3C2C	0008
	801438AE	00C0
	801438C8	0008
Time is Always 00.00.58	80141FE6	0022
	8014209C	0022
	80144044	0022
	801441F4	0473
	80146486	0071
	80147284	0071
	801475F0	0071
	80148254	0071
	8014A4E8	0071

Note: For the first code, switch off when playing in time attack mode.
Note 2: The second code works in all modes.

DOOM

Invincible	800A85FC	0001
	800A85F4	00C7
	800A85F0	0064
Mega Rapid Fire	800A86C0	0001
Unlimited 8ullets	800A8664	0064
Unlimited Shotgun Shells	800A8668	0064
Unlimited Rockets	800A8670	0064
Unlimited Plasma	800A866C	0064
Have Shotgun	800A8648	0001
Have Double-8arrel Shotgun	800A864C	0001
Have Chaingun	800A8650	0001
Have Rocket Launcher	800A8654	0001
Have Plasma Rifle	800A8658	0001
Have 8FG9000	800A865C	0001
Have Chainsaw	800A8660	0001
Have Red Key	800A8614	0001
Have 8lue Key	800A8618	0001
Have Yellow Key	800A861C	0001
Night Vision On	800A8610	0001
Turn On Level Map	800A860C	0001
God Mode	800A868C	0002
X-Ray Vision	800A868C	0080
X-Ray Vision and God Mode	800A868C	0082

DARKSTALKERS

Player 1 Intinite Health	8008D800	0090
	800CD1A0	0090
	800CD1A2	0090
Player 1 Intinite Special Meter	800CD36C	004C
	800CD36E	004C
Player 2 Intinite Health	8008D804	0090
	800CD514	0090
	800CD516	0090
Player 2 Intinite Special Meter	800CD6E0	004E
	800CD6E2	004E
Intinite Time	800CD85A	0062

JUMPING FLASH 2 (JAPANESE IMPORT)

Intinite Time	801038A8	8C2C
Intinite Lives	801068D8	0003

JOHNNY 8AZOOKATONE

Intinite Lives	80085A94	0009
Intinite Energy	80085A98	0003

LOADED

MASTER CODE	D002A9A8	000D
Player 1 Intinite Health	800CACAC	4000
Player 1 Intinite Lives	800CDF42	001E
Player 1 Intinite Ammo	800CDF3E	03E8
Player 1 Intinite Smart 8ombs	800CDF40	0003
Player 1 Max Power-Up	800CDF3C	7FFF
Player 2 Intinite Health	D0048138	0002
	800CAD2C	4000
Player 2 Intinite Lives	D0048138	0002
	800CDFCA	001E
Player 2 Intinite Ammo	D0048138	0002
	800CDFC6	03E8
Player 2 Intinite Smart 8ombs	D0048138	0002
	800CDFC8	0003
Player 2 Max Power-U	D0048138	0002
	800CDFC4	7FFF
Have All Keys	80107AC4	000F
Start on Level ???	80048134	____

0001=Level 1
0002=Level 2
0003=Level 3
0004=Level 4
0005=Level 5
0006=Level 6
0007=Level 7
0008=Level 8
0009=Level 9
000A=Level 10
0008=Level 11
000C=Level 12
etc.

MORTAL KOM8AT 3

Player 1 Intinite Energy	801C8C38	00A6
Player 1 "Fake" Intinite Energy	801CCF80	00A6
Player 1 Unlimited Run	801EEC2C	C350
Player 2 Intinite Energy	801C8C90	00A6
Player 2 "Fake" Intinite energy	801CD018	00A6
Player 2 Unlimited Run	801EEC2C	C350
Intinite Time	801EECEC	0009
Some Objects Move Off Screen During Fight	801EEC62	000A

B01EEC64 000A
B01EEC66 000A

Note: A very interesting effect has been found. Enter the codes B01CBC3B 00A6 and B01CBC90 00A6, and keep the Game Shark off. After you perform a Mercy on your opponent, turn on the Game Shark and the life bars will fill up. Turn off the Game Shark and play normally. So essentially, when you perform a Mercy, instead of giving him back a little energy, you give him back all of it, thus creating a fourth round. I call this the "Extra Mercy" effect.



MOTOR TOON GRAND PRIX 2 (JAPANESE IMPORT)

Infinite Coins	B00DB976	0700
Infinite Super Shield	B00DB9BB	011E
Infinite Continues	B00DC7CC	0003



TEKKEN 2 (JAPANESE IMPORT)

Player 1 Infinite Health	B00CF6B6	006E
Player 1 No Health	B00CF6B6	0000
Player 2 Infinite Health	B00D0BEB	006E
Player 2 No Health	B00D08EB	0000
Select All Extra Players	B00A2A10	FFFF
	B00A2A12	FFFF
	B00A2A14	FFFF
	B00A2A16	FFFF
	B00A2A1B	FFFF
	B00A2A1A	FFFF
Infinite Time	B00D18E8	094B

Anthony Negrette
Menomonee Falls, WI

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GAMEFAN PRESENTS: AN INTERVIEW WITH NAUGHTY DOG

THE CREATORS OF: CRASH BANDICOOT

Just down the road from GF lies the giant Universal Studios, home to the creators of this year's action platform hero: Crash Bandicoot. Here's what they had to say in a one-on-one with GFM...

GF: Including Ringa of Power, Crash Bandicoot is Naughty Dog's third game right?

ND: Crash Bandicoot will be Naughty Dog's sixth published title. The other five in chronological order are:

•Ski Crazed (Apple) Pub. by Baudville
•Dream Zone (Apple) GS, Amiga, Atari ST, PC: Pub. by Baudville
•Keef the Thief (Apple) GS, Amiga, PC: Pub by Electronic Arts
•Rings of Power (Genesis) Pub. by Electronic Arts
•Way of the Warrior (3DO) Pub. by Universal Interactive Studios

GF: Your last game, WOTW, did good things on the 3DO under extreme conditions. Didn't you program that in your garage or something?

ND: If we only had a garage! WOTW was developed on $80,000 out of our pocket in our den. The "blue" screen that we used (the only canvas we could find was actually cream screen) was nailed directly into the walls. To get the right camera angle we had to open the front door of our apartment and film from the hall. The neighbors saw all these martial artists, hicks and weirdos hopping around in our den. I can't believe we didn't get evicted.

The highest paid "actor" got $100. Most did it for free. The voices were recorded through the Apple Macintosh microphone jack. All of the costumes came from a single store in Boston's Chinatown. We would walk in and throw stuff together. We never knew what the character was going to look like until we had his/her uniform up at the register.

In fact, Gulab Jamun's entire costume is made of a pillow case (the diaper looking thing), a sheet (turban) and a "gem" from the Jasmine of Disney's Jasmine dress up kit!

It goes on and on... there was no ventilation through the windows because the canvas screen covered it. Yet we were using two 1000 watt lights. We had a thermometer in the apartment that hit 105 degrees during Nikki Chan's filming!

GF: Now all of the sudden you come out of the gate burning on the PS. Was there a calculated plan behind this or are you just that good on this new hardware?

ND: The difference between WOTW and Crash is due to a lot of things.

WOTW was created by two people. Crash's art and programming were done by 8. We had 2 Macs for WOTW, now we have 7 SGIs, 5 Mac's and 3 PCs. WOTW took 13 months, Crash will be 2 years from start to release.

But beyond reasons of scale, there is certainly a different attitude that we went into Crash with. We were trying to create a world class contender... we take everything in Crash very seriously. If something is not as good as we think it can be, we do it again. Dedication to detail is very important. I think that Crash has the detail.

GF: What is it exactly that you are doing to make Crash look better than not only anything on the PS or Saturn, but the N64 as well?

ND: First of all, thank you. The statement that Crash looks better than anything out there is about the greatest praise that can be lavished on an art team.

Bob, Charlotte, Taylor and I worked very hard to make sure that nothing stuck out... and I think it is the subtleties more than the obvious that give Crash its look. Every object has subtle coloring and light, and they all cast shadows. There are never any plains of color for your eye to get lost in. Instead of wide plains of green noise for grass, we always try to break things up with colored patches and shadow. We add rust to metal and chips to rock. Trees and plants are sometimes brown, or even dead.

We try and avoid obvious angles. Instead of a flat wall, we try to break things up. And because we know exactly which direction the player is going, we have the ability to use shape, light, and shadow to direct the eye... instead of randomly placing objects.

And the world interacts with Crash as well. When Crash walks into a shadow, he gets darker. When Crash jumps into a green slime pit, he gets underlined with green. None of this is revolutionary to a brush artist, but it is often overlooked in games.

Of course all of the art training in the world is moot if your programmers aren't supporting your needs. Ours have been. We operate at a higher resolution than most games, and we draw higher bit-depth (more colored) textures than most games do. And we get a ton of polygons, which is essential for realistic organic objects like plants. We just weren't satisfied with 2D pop-up flat trees. The more you can put in the game while maintaining the frame you desire, the better you will look. Good code gets you this speed.

GF: How big a role has Universal played in your recent success?

ND: Big. Universal has not only give us the financial support and creative atmosphere we needed to create Crash, but they have give us the aid of Mark Cerny and David Siller.

Mark created Marble Madness and Sonic 2. What more need be said? He has a great ability to stand back and take in the big picture. Naughty Dog, obviously, has gotten pretty attached to the project. Mark is good at giving us a more realistic perspective. He is also a maniacal game balancer.

GF: Who conceived Crash Bandicoot?

ND: Crash was created by the eight members of Naughty Dog. Dave and Mark from UIS, and two cartoon designers. The designers were brought in to let us tap into the 75+ years of character design in their industry.

It took 2 1/2 months, and tons of sketches. We sort of bred the drafts we liked together until they boiled down into one image. We were left with Crash.

GF: When did you officially begin the project?

ND: Andy and I started in October of 1994. Our first employee joined January 5th, 1995

GF: How many people are working on Crash?

ND: All of the coding and art were done by the eight members of Naughty Dog:

Code: Andy Gavin, Dave Baggett, Dan Kollmorgen
Art: Jason Rubin, Bob Rafei, Taylor Kurosaki, Charlotte Francis
Tech: Justin Monast

Our bios are on the Naughty Dog web page: www.naughtydog.com

Additionally, Mark Cerny and Dave Siller of UIS were integral. Dave kept us aware of what had been done and what had succeeded in the past, and Mark lent vital guidance, and has been essential in the massive effort to tune and balance the game.

So Crash took 10 people total.

GF: I was told by a Sony Producer that Crash's texture alone would not fit on a 64-meg N64 cart, also that Crash



THE MAKING OF A KOALA KING.



CRASH'S WORLD COMES TO LIFE.

uses the max memory on the CD, a full 640 megs, with no redbook audio or FMV.
ND: Crash's textures COULD fit on a 64 meg N64 cartridge – barely. Unfortunately for Nintendo, the biggest cartridge that they currently plan to make is 16 megs. So it is more precise to say that it would take four of the biggest N64 cartridges, which are 16 megs each, to hold Crash's 64 megs of texture data.

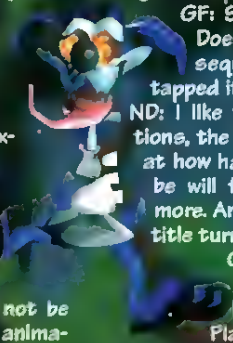
The upcoming Nintendo 64DD drive, which holds 64 megs of data on a cartridge, COULD hold the 64 megs of texture data that are in Crash. Unfortunately for Nintendo, it would not be able to hold anything else, like Crash's animations, sound, code, levels, etc. because the textures would fill it.

And yes, we will come very close to filling the CD. We do not have any Redbook audio or JPEG/pre-rendered spooled video. It's all game.
GF: Do you agree that the time and money invested in crazy CG intros is, in the long run, wasted when it could be added to the actual game?
ND: We don't have any "crazy CG intros." Enough said!
GF: So exactly how long is Crash? Is it the size of say, a Mario World?
ND: Crash is long. It should take a while to go through it, even if your only goal is to see the ending. There are a huge number of levels, and each one has unique visual and gameplay features. If you went to get a perfect score (100%) then you have to get everything, do everything and see everything. That will take a longer time. We think a very long time.
GF: Is the music PCM because the PS is always streaming the next part of the level?
ND: Our rounds are often over 10 megabytes long. The PlayStation can keep far less in RAM at one time. We are indeed streaming constantly. Art, sound effects, character animation, code, everything.

But the decision to go MIDI was not made on that basis. We are still streaming CD-quality digital instruments and music effects as we go; we just have the PlayStation handle the mix instead of doing that in a studio beforehand.

I think that the music in Crash is great on its own, and fits the rounds. The same music could have been recorded as Redbook and streamed, but where is the gain?
GF: Are you utilizing any software mip-mapping?
ND: Not in the strictest sense. We do something different to accomplish the same effect. Crash does not "rez-out"; in other words, you don't see huge stretched pixels. At the same time we aren't blurry, which is one of the more serious drawbacks of mip-mapping.
GF: How many polygons are you shifting per second?
ND: Enough. Look at the distance in Round 1. Many of the polygons are only a pixel large in the distance. Yet the foreground doesn't have a lack of detail.

We never have "horizon gnomes" building our world in the distance, so there is no "pop-in." Yet almost all levels have no fog to reduce our horizons. Again, Round 1 is a good example.
We don't want to get involved in the ever inflating quoted "poly-count" war. I hope this a good enough answer.



GF: So where do you go from here? Does the PS have anything left for a sequel or have you thoroughly tapped it?
ND: I like to say: "If hardware had emotions, the PlayStation would be ticked off at how hard Crash works it. Next year, it be will furious." The PlayStation has more. And we will be back... whatever the title turns out to be.
GF: Will ND develop Saturn, M2, or N64 games for Universal?
ND: Crash is exclusive to the PlayStation. Not only by contract, but by feasibility. Crash could not run in its current state on the Saturn or the N64. We also have a great relationship with Sony. You stick by your friends. Beyond that, we can't say.
GF: Of those systems, namely the Saturn and the N64, what do you feel their strengths and weaknesses are? Can you perform similar miracles on these platforms?
ND: Again, thank you. Now it's the programmers' turn to feel honored. Religious icons perform miracles (I would argue that Michael Jordan does as well). All we are doing is working as hard as we can.

Each of the platforms has strengths and weaknesses. In assessing the three current platforms, we draw an analogy to rockets.

The rocket with the biggest engine will go the fastest. But if it doesn't have a lot of fuel, it can't go far. We look at the hardware of the consoles as the engine, and the storage as the gas tank.

The N64 has the biggest engine. It can do the most graphically. That's why it looks so damn good when you first see the games playing on it. The industry had seen the PlayStation before... most of them own one, but the N64 was (relatively) new at E3, and its engine is more powerful than the PlayStation's, so it just plain looks good.

But the N64 has a small tank. VERY SMALL. A 16-meg cartridge (the biggest Nintendo currently plans to make) is less than 2.5% of the size of a CD. The 64DD is only 10% of the size of a CD.

So we believe that the N64 software will burn the brightest, but burn very shortly. This translates into games that are incredibly pretty, buy not very deep. Proof: Square leaving Nintendo for the PlayStation. FFVII is more than a CD large. That would take at least 10 64DD's to store. Square just can't afford to swallow that kind of media cost... and the consumer doesn't want to buy $100+ games. Not now... and not after you shell out $150 more for the 64DD attachment.

And not only RPGs will be too large for the 64DD. We think you will see a good number of games, in many genres, that just fit well on the N64. Players are asking for more and more from games and that requires more and more storage.

The Saturn, on the other hand, has a nice sized gas tank. Like the PlayStation it has a CD player with over 640 megs of storage space. But it's engine isn't as powerful as the PlayStation's. So when choosing between the PlayStation and the Saturn: the storage is the same, go with the bigger engine... The PlayStation.
There are those that argue that the Saturn's engine is equally as powerful as the PlayStations, just harder to program. Even if this were true, we would still choose the PlayStation. After all, why should we spend the time mastering a difficult system that, at best, is equally as powerful as a simpler system that has a significantly larger installed base? Instead of spending the time on the Saturn struggling to achieve parity with the PlayStation, we spent our time on the PlayStation pushing it to do more than people thought it could do. That's time better spent.

Can we do great stuff on other platforms? I'd like to think we can. Every system has untapped strengths. But right now we're focused on the PlayStation.
GF: Personally, Crash Bandicoot is the best looking game I have ever seen and, judging from the few levels I've been able to play, it may be the best playing as well. Only Mario 64 is in the same class. So, if there is any justice in the world, Crash should become a phenomena like Sonic and Mario. How will you grow the character for say a cartoon or toy line?
ND: Instead of repeating my gratitude for your support yet again, I'll say this time that being compared favorably with anything Miyamoto-san lays his hands on is an incredible honor. Naughty Dog grew up on his work. In terms of licensing, I think that Universal Interactive Studios and Sony should be answering that question.

Universal Interactive is a division of MCA which owns, among other things (no kidding): Universal Pictures, Universal Pictures marketing, MCA Television Group, Universal Television, MCA TV International, Universal Cartoon Studios, MCA Home Video, Universal Pay TV, Universal Pay-Per-View, MCA Records, Geffen Records, UNI Distributions, MCA Concerts, Universal Amphitheater, Winterland Merchandising, Putnam Publishing, Berkley Publishing, Universal Studios Theme Parks, Universal City Walk, Victoria Station Restaurants, Spencer Gifts, 50% of the USA network, Cineplex Odeon, and a significant minority interest in Interplay (yes, the video game company), among many other things.

Sony own just as much.

If Universal Interactive and Sony aren't connected, I don't know who is.

If the consumer likes Crash, they will get plenty of him.

Jason Rubin
Naughty Dog, Inc.



We'll review Crash Bandicoot in the October GameFan

VIEWPOINT

Legend
Graphics
Control
Play mechanics
Music
Originality


SKID

E. STORM

JACQUES

ORION

MR. GOO

TAKUHI

WAKA

EVIL LIGHTS

CAP'N SNAPPY



PILOTWINGS 64
NINTENDO 64
NINTENDO • CARTRIDGE
FLIGHT SIM

With *Crash*, *Nights*, and *Mario* in my gmsp, the space in my brain reserved for playing *Pilotwings* could have fit on the head of a pin... until I played it. Eight hours later as realized I had become a *Pilotwings* fan, feverishly popping balloons, and blasting targets, with sahtle bang gliding stints providing moments of serenity in between. This is a good game. The ultra realistic visuals combined with pinpoint accurate gameplay and diverse course design will keep you glued from the moment you ascend to your final landing. *PW64*'s single drawback is a lack of readout selections and the fact that what's there is pretty forgettable. Otherwise a fine launch title.

G 8 C 9 P 8 M 4 O 8 **95**

Whenever there's a lull in the number of quality games hitting the market, Nintendo releases a title which basically teaches developers the lesson, "No no, you see, this is the correct way to make a game." And so *Pilotwings 64* is announced for all the second-rate flight sims popping up left and right on other platforms. Like its predecessor, *P64* is a showcase of new Nintendo system's capabilities... and I am in awe.

G 10 C 9 P 8 M 8 O 8 **96**

I'm crazy about these freakish characters but PW64 plays so good I hardly notice 'em. The freedom to fly or hover at will should you decide to stray off course, is game enough, with smooth anti-aliased playfields cycling below as you take in the realistic scenery. The courses themselves however are the stars of the show. While they are discrete and complex in there execution, ample time is awarded to complete each, leaving you free to improve each time you raise a target or obstacle. The graphics are, well, mal, save the cartoony pilots and the music-vintage PW. Hot stuff!

G 8 C 8 P 8 M 7 O 9 **94**

JUMPING FLASH! 2
PLAYSTATION
SONY • CD
3D ACTION/PLATFORM

Muu-Muue! You just gotta love 'em! When Robbit gets close to them they go "Muuuu-Maaaa!" Jumping Flash! 2, besides being bigger than 1, is in every way new and improved. Graphics, sound effects, music, course design, bosses, you name it, and *JF12*'s done it right. I have but one complaint: You can't switch camera and play from behind Robbit. He's such a cool character. Why hide him? Otherwise *JF12* is the perfect combination of platforming and adventure. It's a little on the cute side, and a lot on the wacky side but too, too, fun.

G 8 C 8 P 7 M 7 O 8 **85**

Before there was *Mario 64*, there was *JF*. So does the sequel come off as containing the quality of the original? Sure does. Of course, *JF12* isn't in quantum leap (no pun intended) ahead of its predecessor, but it still manages to serve up a five-course meal of fun. Beating the game over and over changes the game around, so replayability is super-high. Just the kind of game the PS needed.

G 8 C 8 P 8 M 8 O 7 **89**

I have a BIG problem with heights. There, I came out and said it. On girders and the top of big statues I shake until the molecules in my body vibrate 1.5 times faster than normal. Luckily, Sony's awesome *Jumping Flash! 2* lets me face my fears. Jump! Whee! In all seriousness, I love this game. Like the first one, however, it's so damn SHORT! You get bliss gameplay, graphics and music for about four hours. I highly recommend this game if you've got the money, but if you're short on the shekels, go for *Crash*.

G 8 C 8 P 8 M 8 O 8 **95**

NEED FOR SPEED
SATURN
EA • CD
RACING

Do I really Need This Speed? I didn't like this speed the first time, and now I really don't like it. Nowadays, if you're going to make a driver you best have either graphics from above (like *Wipeout*), music from above (like *Wipeout*), original gameplay (like *Wipeout*), or a twist like *Chase-Q*. *Need for Speed* has none of these. It's just a straight steer and go game. Worse, it's full of "realistic" ingredients, real cars, real roads, real speeds etc... For heaven's sake, it's got a Road & Track logo on it! Hyper lame. It should come with a free windbreaker.

G 7 C 8 P 8 M 4 O 8 **50**

OK, so EA is really, really getting into the spirit of rehashing all of their 3DO "classics" onto the new systems. Hmm... well, *Need* is probably the best port so far. It's better than the 3DO version, as opposed to the same or worse; with the addition of "speed" (I guess the title should have tipped us off that first time), the game is much more playable, and an enjoyable racing title.

G 7 C 7 P 8 M 8 O 4 **74**

The Saturn racing game market isn't nearly as saturated as the PlayStation's, but there's still enough quality games out there so that no one should have to turn to such mediocrity. I don't care if it's sponsored by Road & Track or Family Circle or Highlights or whatever, this game is just boring and pointless, and it has that stale cabbagey smell of 3-D-O. But on the other hand, at least it's a little better than *Road Rash*. EA: MAKE SOMETHING NEW.

G 5 C 5 P 4 M 5 O 3 **58**

RIDGE RACER REVOLUTION
PLAYSTATION
NAMCO • CD
RACING

Ridge Racer Revolution rumbles with the same screaming speed crash as *RR*, my first PS game. I'll never forget the first time I hit the gas. Whoooo!! This is the arcade, baby! Now along comes a version packin' twice the pony's! So who could resist? Six tracks, new cars to earn and love and above all raging techno! I'd for sure buy this game, and then if someone broke it... I'd buy another!

G 8 C 8 P 8 M 10 O 8 **90**

Should it have taken this long to bring such a fantastic game to American audiences? I think not, but it's finally here, so what is there to say? Well, I can begin by saying that *RRR* still holds up to being my favorite racer after *F-Zero*. It's also worth noting that *RRR*'s soundtrack is in my top five of all time. More levels, hidden cars, fab all around.

G 8 C 8 P 8 M 10 O 7 **94**

Screaming, legendary, HOT racing passion! Clearly the best 32-bit racer, *RRR* is a masterpiece of the rotating wheel burning up the grey, grey, asphalt. Though comprised of three meager tracks, the desire to collect the hidden Devil and Angel cars (Namco's crazy-mad with that whole Biblical thing) and the drive (What-ho! Now THAT'S a pun) to continually beat your best times makes this car driver tops on my list. Not to mention the smashing techno and link-up feature...

G 8 C 8 P 8 M 8 O 8 **92**

TEKKEN 2
PLAYSTATION
NAMCO • CD
FIGHTING

This is the most complete 3D fighter ever! Has most Options? How about Arcade and vs mode, Team Battle, Time Attack, Survival mode, and the mega-cool Practice mode; it's all here. Characters? How 'bout 25 of the most kickin', elbow-smashin', semo-stereotin' psychos ever to grace a fighting game. Combos and counters? Ha! *Tekken 2* has some of the most painful looking moves ever, killer combos, and crazy counters that come outta nowhere to snap your puny bones like toothpicks. Get this game NOW...or I might have to crush you with my Frankensteinart

G 10 C 10 P 10 M 10 O 8 **98**

Namco USA took their sweet time in bringing this one over, but really, it doesn't seem better. *Tekken 2*'s just as fun now as it was in March, and it'll be just as fun years from now. *Tekken 2*'s not great in terms of character balance, but there are just so many characters to learn and enjoy... The FMV is great, the music is pretty good, and the bevy of options raises the score even higher. My only complaint is with the computer AI: it's really just a matter of finding which one move or combo they simply can't (or won't) counter.

G 8 C 10 P 10 M 7 O 8 **95**

Mmm... fighting games. Where you bust people up. I was never a huge fan of fighting games before 3-D stepped in... I mean, who can *really* toss flaming spheres or survive a two-handed sword swipe? *VF* and especially *Tekken*, however, have that realism... and I love 'em. Namco's incredible arcade conversion of T2 (it's a 110% port) leaves nothing to be desired. If you are a PlayStation owner without *Tekken 2*, you should be Kuru Kuru Animoi Punched to death!

G 8 C 10 P 8 M 8 O 7 **98**

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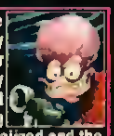
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GUNSHIP
PLAYSTATION
MICROPROSE • CD
FLIGHT SIM



Why is this game on the PlayStation? It's old, graphically unimpressive, and way too hard for its own good. I love flying my chopper, not only worrying about the bogeys on my butt, but having to make sure that yaw thingy is localized and the horizon display is stable with the reverb pitch indicator (or whatever the heck caused me to crash). No thanks, I don't need a game that requires weeks of aviation school to control. Give me *Thunderblade* any day.

G 4 C 1 P 2 M 3 O 5 **40**



I don't like *Gunship*, and here are the reasons why: (1) The graphics are dark, gritty shapes which, when pieced together, represent "objects." (2) The helmet-mounted display is very difficult to learn, and only make an incredibly uninteresting game all the less appealing. I didn't have fun with *Gunship* at all.

G 3 C 4 P 3 M 2 O 5 **43**



Microprose knows how to build a good flight sim. In the PC world, they've always been tops when it comes to this genre, mainly dealing with a more wound-down individual. You know, the sort that wears a tie to McDonalds. PC to console translations very rarely succeed because console gamers desire easy control and swift gameplay. There is so much to be aware of just to fly this darn thing, who's got time to shoot? If you wear a pocket protector or own a protractor...nope, you still won't like it.

G 5 C 5 P 6 M 5 O 5 **52**



STRIKEPOINT
PLAYSTATION
SONY INTERACTIVE • CD
FLIGHT SIM



Unlike that other chopper "super-sim" reviewed this month, *Strikepoint* is a pretty good game. It's easy to control and has a great "arcady" feel. The graphics aren't amazing (there's quite a bit of pop-up), and music tracks don't really contain anything memorable, but it's fun to play. Frankly, I don't really look for anything else in these types of games. It's worth checking out.

G 7 C 7 P 6 M 6 O 7 **70**



The contest between *Strikepoint* and *Gunship* is really no contest: *Strikepoint* wins hands down. Granted, the former is more arcade action and the latter is pure simulation; but when it comes right down to it, it's the amount of fun that's to be had by the overall package – and for this *Strikepoint* takes the trophy. Great graphics round out that package, but to me it's just another chopper game.

G 7 C 7 P 6 M 3 O 4 **77**



I like *StrikePoint*. It doesn't have blazing 3D, nor does it possess adrenaline shootin' intensity. But it's really fun to play. The missions are many and diverse, and the enemy bases are nicely detailed with clean textures and a limited amount of clipping. *Strikepoint* keeps you busy and although it never grabs you like, say (wow, there are no good chopper games) *Warhawk*, it's among the best in its class. Of course that class all has detention.

G 7 C 7 P 7 M 6 O 7 **71**



TOKYO HIGHWAY
PLAYSTATION
JALECO • CD
RACING



While it may not be the prettiest racer, *TH!* does have the competitive driving aspect going for it. Having actual rivals to beat makes racing personal, and when they taunt you as horribly as they do in *TH!*, you want to beat them BAD. I'm mostly awarding *TH!* this rating due to the mass of parts available for your car, and the instantaneous effects they have on your performance. It's no *RR Revolution*, and I'm a dunce for saying that 'cause it's not trying to be. *TH!*'s more like an imported *Need for Speed*.

G 7 C 6 P 7 M 6 O 6 **82**



TH! isn't in my all-time favorite racers list, but it's still not a very bad game. Unfortunately, I couldn't recommend it to anyone because there's just nothing new or original here... not even a particularly memorable touch of detail that might be considered "kind of cool" in a level. That's too bad, as *Ridge Racer*, which is an older game that practically uses the same engine, was filled with stuff like that. Oh well.

G 6 C 6 P 7 M 6 O 4 **77**

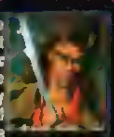


You *can't* compare this game to *Ridge Racer Revolution* – it's a totally different type of game! Let me describe the game in one word... DRIFTING! In the game, you run other racers and use the money to buy parts for your car. Hey, if I won $4,000 for every car I ran, I'd have my NSX already. Anybody wanna buy a Supercharged Turbo Integra... anyone?

G 6 C 6 P 6 M 6 O 6 **90**

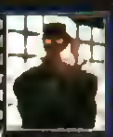


SHINING WISDOM
SATURN
WORKING DESIGNS • CD
ACTION/RPG



Shining Wisdom has undergone some unfounded harsh criticism. Graphically it may not possess the splendor of *Magic Knight Rayearth*, but few games do. While the overall look of the game is admittedly old school, the music is beyond great, and the little rendered beasties and characters are quite cool. Scenes like the ghost tree and levels like the sand labyrinth alone are worth the price of admission. Besides, how many Saturn Action RPGs are there? Embrace what you've got because there are few beyond *Rayearth*. Hey, any game where your father beats his head on a tree is a winner in my book!

G 7 C 6 P 7 M 6 O 7 **80**



It's been nearly one full year since *Shining Wisdom* first came out, and though I loved it then, I'm having a hard time summoning up any enthusiasm over it a second time. *SW* was the first 32-bit action RPG, and it really shows... The graphics are weak and some of the play mechanics (such as item-swapping) are extremely frustrating. Of course, it still has a pretty good quest, and some cool items and magic. Fast in the end, you have *Rayearth*'s stunning graphics and music on one hand and *Legend of Oasis*' rock-solid play mechanics in the other, and *Shining Wisdom* comes up empty.

G 6 C 4 P 5 M 6 O 4 **70**



When *Shining Wisdom* appeared last year, I was a happy camper. At the time, the Saturn had not one action-RPG. And this, for then, was really something special. Not knowing a lick of Japanese, I embraced playing the game through and found the story better than I had imagined it. *SW*'s graphics aren't anything to write home about but they're richly detailed and reis head drawn and rendered artfully, something you don't see every day. Action RPGs don't come along every day, and when all is said and done, *SW* is one well worth exploring.

G 6 C 7 P 7 M 7 O 6 **76**



LEGEND OF OASIS
SATURN
SEGA • CD
ACTION/RPG



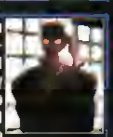
Beyond Oasis was and is one of the best (and one of the few) Genesis Action RPGs. It was Yuzo's directorial debut and surprisingly, had better gameplay than music. Well, little has changed. *Legend of Oasis* is the best Saturn Action RPG and once again the gameplay is better than the music. The music's not bad, it's just so ambient that it barely resembles music. In *Legend*'s gameplay lies its brilliance. Imagine puzzles twice as complex as *Beyond*'s, sprites twice the size, animation double the frames, and an adventure over twice as long. And the art, incredible.

G 8 C 8 P 7 M 7 O 8 **90**



Doubloons! Doubloons! Whenever I play a fantasy game, I think of the word "Doubloon." Not to mention "Pantaloons," which is exactly what the hero of Oasis is wearing. Clearly, no company can recreate billowy pantaloons like Ancient. But seriously, Oasis is a needlessly difficult, yet undeniably awesome action RPG experience that literally every Saturn owner needs. The experience is further enhanced by luscious hand-drawn graphics coupled with Yuzo's fantastic... ore... never mind. Anyway, Oasis is the Saturn RPG to beat. Pick it up!

G 8 C 8 P 9 M 4 O 7 **92**



Legend of Oasis is a great game. In the category of action RPGs, it pummels its few feeble contenders, and rises to the level of classic in my eyes. I've written about this game so many times before that I've run out of words to describe it, so, um, what to do, what to do. Hey, I know, I'll fill out the viewpoint with a story from my childhood. I had this ninth grade French teacher named Mrs. Gerard and she, remmm, reeking out of specs here, so I'll skip to the end: I was acquitted. Good story, huh? Anyway, please buy this game.

G 7 C 8 P 10 M 6 O 8 **94**

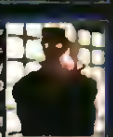


TORICO
SATURN
SEGA • CD
FMV/ADVENTURE



I normally hate FMV games with an indescribable passion, but titles like this and *Dragon Force* are the exception. *Torico* is an excellent game, and from what Tehuhi tells me, it seems to have an excellent story. The game has breathtaking music and atmosphere, and there's not a second of loading between scenes! In fact, the only drawback I found is everything is in Japanese... I just hope Sega decides to release *Torico* here, this is one FMV title I'd really like to play again, and this time fully understand.

G 8 C 7 P 8 M 9 O 7 **90**



An epiphany: FMV games + live actors = bad. FMV games + computer rendering = good. There have been way too many good FMV games lately (well, two) to dismiss the good ones as just *Ryuken*. And now that *Torico* has brought some much needed variety to the genre (#1 reason to buy this game: NO MANSION), I find I can now whole-heartedly look forward to games like *Enemy Zero*. I only hope that future releases can capture the amazing beauty of *Torico*'s graphics and design, and the near absence of loading time. *Torico*'s only fault: it has some really tedious stretches there in the first disc.

G 8 C 8 P 5 M 10 O 7 **91**



What ambiance! This is a factor that I find to be just as important in a title as gameplay. In fact, before I became disenchanted with my studies in Computer Science and switched to Film and English, "ambiance" was to be the most important thing in an Evil Lights Production. *Torico* almost succeeds in reading my thoughts, containing a long quest in a moody Eastern European setting. A fantastic effort.

G 8 C 7 P 7 M 7 O 8 **93**

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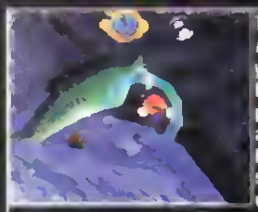
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The best way to sum up *Mario 64* is this: When you're playing it, you're loving it. When you're not playing it, you're *thinking* about playing it. *Mario 64* follows you everywhere, to school, to work, to solitary confinement, in your dreams, in your sexual fantasies... er, ure, better not go there. But you get my point. I know I're not the first to say it, but *Mario* is a masterpiece.

There's no such thing as a perfect game, of course, and I do have some complaints about even this one (some aspects of the camera control, the very un-fun flight control, and one or two awful music tracks, for example), but these are mere trifles compared to the ingenuity of the level design, the stunning impact of the graphics, the (eventual) fluidity of the game control, and the exorbitant amount of thought and care that went into every tiny detail of this game. If ever there's a game to buy a system for, it's this one.



TAKUHI

G 10 C 8 P 10 M 7 O 10 **100**

SUPER MARIO 64•NINTENDO 64

NINTENDO•3D ACT./PLAT./ADV.+



The term "genius" has become cliche. It's been drastically overused by the fans of niche interests to express their fervor for a particular individual whose works they *really, really like*. One of these interests include video games and, maintaining a stance of objectivity, I'm sorry to say that I don't believe there are any true geniuses – excluding some coding gurus – in the video game industry. Yet I find one, and only one, exception: Shigeru Miyamoto. His latest game is a masterpiece. While it's true that it's not Miyamoto alone who is responsible for the splendor of this title, but some the ingenious and brilliant touches in this game, as in all his games, that are a distinct product of the man's first-rate imagination. This is too small a space to extol the countless virtues of *SM64*; I'll let the numerous pages devoted to it throughout this issue do that instead. And so the question arises: is *Super Mario 64* the greatest video game ever made? Absolutely.

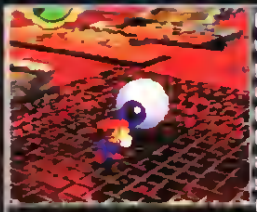


EVIL LIGHTS

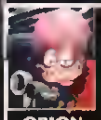
G 10 C 10 P 10 M 10 O 10 **100**

SUPER MARIO 64•NINTENDO 64

NINTENDO•3D ACT./PLAT./ADV.+



I really wasn't looking forward to *Mario 64*. The game was on a dead storage medium, it forced you to use one of the strangest looking controllers ever, and seemed graphically simple for a 64-bit title. In fact, I didn't buy a Nintendo 64 right away, and was considering holding off completely until some other game was released. Then, after watching E. Storm play *Mario 64* for about 5 minutes, I *had* to have one. There's no way to accurately explain how good *Mario 64* is... It's so addicting, so challenging, the graphics are so fluid, the game's so...fun. I've never had a game experience like this before. There's so much to do; so many diverse lands to explore, so many puzzles to solve, so many secrets to uncover. Trust me, you'll love this game. Everyone will love this game. It's scary to think, but Nintendo came through with their promise, and delivered what could possibly be the best game ever created.



ORION

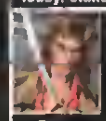
G 10 C 10 P 10 M 9 O 10 **100**

SUPER MARIO 64•NINTENDO 64

NINTENDO•3D ACT./PLAT./ADV.+



After months of speculation, playing it at two trade shows and staring at screen shots month after month, plugging *my* controller into *my* Nintendo 64 suddenly became a momentous occasion. Truth is, I didn't know what to expect. I balked at the controller at E3. Standing up, surrounded by show-goers beckoning my controller, I came away worshipping the *Bandicoot* over the Plumber. I now realize comparing the two was ludicrous. *Crash* is my master platformer, traditional, but in glorious 3D. *Mario* is beyond the imagination. With this game you will enter into an entirely new realm of gaming. After just minutes playing, I was so overjoyed at what was happening on screen (Water Land) I actually had to pause and take a minute to savor the moment. These are the moments I wait years for. I left it with early NES, then Genesis, and now I'm finally feeling it again. The next level has finally, really arrived. There is little more to say after that anthem. I only hope that developers wake up and realize that cartridge gaming is back. It wasn't ever bad, just over-saturated with junk. The N64 is a remarkable console and deserves every game developer's absolute best effort. *Mario* right now today, stands as the best game on the planet.



E. STORM

G 10 C 10 P 10 M 9 O 10 **100**

SUPER MARIO 64•NINTENDO 64

NINTENDO•3D ACT./PLAT./ADV.+

VIEWPOINT

SUPER-GAIDEN-ALPHA-TURBO II'

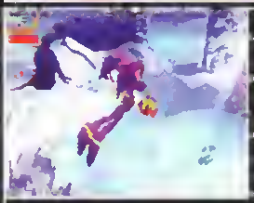


Legend

Graphics
Control
Play mechanics
Music
Originality



GAME OF THE MONTH: SUPER MARIO 64



I'd be lying if I said I wasn't a tad disappointed that Yuji Naka's first Saturn game wasn't *Sonic*. But after playing *NiGHTS* long enough to understand what Yuji is going for, well, let's just say I'll get over it. The first time you play *NiGHTS* you're not sure what to do. There are rings to fly through, crystals to collect, enemies to kill, and obstacles galore. All the while, time is ticking away. Once you discover how to score the max points in each stage however, and settle into the game's mesmerizing rhythm you begin to realize you are experiencing something totally new. *NiGHTS* is, above all, unique. Graphically the game is unmatched on the Saturn. The characters and worlds are stunning and the music... possibly the best from Sega since *Sonic CD*. *NiGHTS*' biggest attraction however, are its bosses. They are without a doubt the most spectacular in gaming today. Although the game is relatively short in length, you need an above C grade to see the last level. So in gameplay, *NiGHTS* is long. You'll play many times before obtaining the ability to fly straight through and then you'll play it even more. *NiGHTS* is a spectacular game.

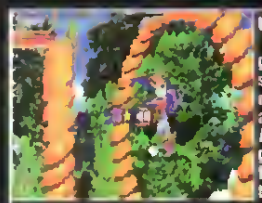


E. STORM

G 9 C 10 P 9 M 10 O 10 **98**

NIGHTS•SATURN

SONIC TEAM•3D FLYING ADV.



Understatement of the year: "It's been a good month for games." Though *Mario*'s stolen most of the attention away from *NiGHTS*, I defy anyone to deny the fact that *NiGHTS* is a spectacular game in its own right, one that deserves so much more than to be thrust into unfair comparisons with *Mario 64*. My feeble attempt at differentiating the two is thus: Shigeru Miyamoto is a master of psychology, and knows exactly how to make a game that will work every chunk of any gamer's cerebellum. Yuji Naka's not so strong in that area, but he doesn't have to be. Like some sort of parasitic alien, he aims right for the brainstem, creating games that are so impulsive and intuitive to play that I frequently find myself with glazed-over eyes and a line of drool sliding off my chin. And of course, the colors, bosses, and music – especially the music – are all wonderful. I am a bit annoyed by the excess of clipping (even after two years, the game still feels a tad rushed) and the relatively short number of levels (although I can play them each over countless times and still enjoy them). Despite that, *NiGHTS* is a highly impressive game I enthusiastically recommend to everyone.

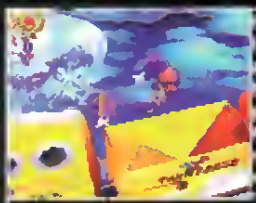


TAKUHI

G 9 C 10 P 9 M 10 O 10 **96**

NIGHTS•SATURN

SONIC TEAM•3D FLYING ADV.



I'll admit, one of the reasons I love *NiGHTS* is that it's not a new *Sonic* game. The blue hedgehog was always promised to "have an attitude," but the only attitude I ever saw in his games was a certain negative one towards wearing clothes. *NiGHTS*, on the other hand, is more my type of character: a strange dream-harlequin whose penetrating eyes are never without that unsettling, "knowing" look. What an odd choice for Sega's new star; but how wonderful! Isn't that just the perfect word to describe such a game – "wonderful"... Of course, you won't know what you play, but take my word that *NiGHTS* pushes the Saturn into areas it's never before been. Such elaborately constructed levels, bursting with intricate detail and colors seemingly made of something more profound than the primary three are the perfect complement to a game that truly gives you a feeling of freedom. Like a real dream, *NiGHTS* delivers an incredible experience; and, unfortunately, after a short time, it's all over...



EVIL LIGHTS

G 10 C 10 P 9 M 9 O 10 **96**

NIGHTS•SATURN

SONIC TEAM•3D FLYING ADV.



NiGHTS has a great combination of lush graphics, amazing music, and totally unique gameplay. For once, the object of a game isn't just to finish, but to experience everything it has to offer. *NiGHTS* has exactly 7 levels, and if you can achieve an average "C" score on each, beating the game in under an hour isn't unheard of. Thankfully though, the appeal doesn't stop when the credits scroll. First of all, getting a "C" average takes quite a bit of practice. You'll have to spend hours perfecting the sometimes complex maneuvers (thankfully the new analog pad is easy on your thumb), and there's tons of secrets to be found. The levels are very diverse in appearance and feel, and then there's the bosses. The lighting... the colors... going up against each of these bosses is an experience in itself. Simply put, *NiGHTS* makes the Saturn do things it originally wasn't designed to handle. And even though (for some unknown reason) Yuji Naka went with an original character for his first Saturn game (where's *Sonic*, dammit?), the end product is nothing short of incredible.



ORION

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NIGHTS•SATURN

SONIC TEAM•3D FLYING ADV.



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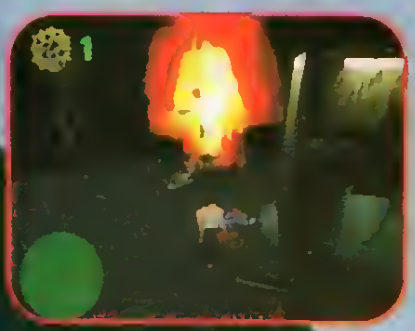
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NINTENDO 64 THEATER

WHAT FITS IN THE PALM OF YOUR HAND, NEVER LOADS, SAYS "MAMA MIA!" AND MIGHT JUST BE THE BEST VIDEO GAME ON THE PLANET...







YOU'VE ARRIVED AT HOME, UN-BOXED YOUR N64 AND FIRED UP SUPER MARIO. AFTER RUNNING AMOK OUTSIDE THE CASTLE GASPING WITH AWE, YOU'LL NO DOUBT FIND YOUR WAY HERE TO COURSE 1. ALL SEVEN STARS ARE RATHER EASY TO DISCOVER HERE MAKING THIS COURSE A GREAT PLACE TO LEARN MARIO'S MANY JUMP AND ATTACK MOVES. THE RED LIL' MEZZO BOMB WILL OPEN UP THE HATCH ALLOWING YOU TO USE THE CANNON. HAVE A NICE FLIGHT!









REVIEW

NINTENDO 64

DEVELOPER - NINTENDO

PUBLISHER - NINTENDO

FORMAT - CARTRIDGE

OF PLAYERS - 1

DIFFICULTY - INT.-ADV.

AVAILABLE - SEPTEMBER



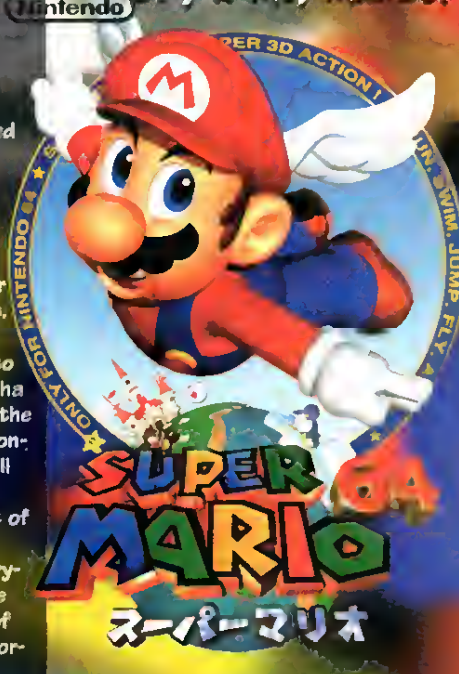
E. STORM
THIS GAME COULD CHANGE EVERYTHING.

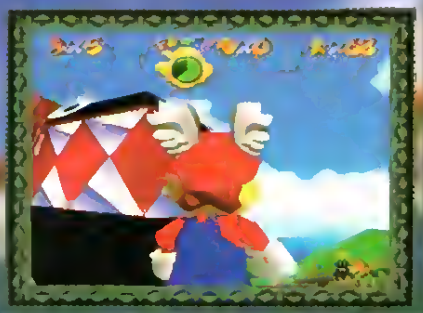
IT'S-A ME, MARIO!

The three days prior to the June 23rd release of the Nintendo 64 I either couldn't sleep or dreamt of all things Mario when I did. There I was chasing a Koopa Troopa or scaling a huge precipice when whoosh, I'd awake. Jeez, another one, let's see, Tony Robbins, Dura-shine or the Abdomanizer...

Was I correct in my assumptions that the distorted controller coupled with a cartridge based system simply could not put a damper on my feelings for a flying Nightmaren and frolicking Bandicoot? Were the minutes I spent at the show enough time to judge what I'd been waiting for since Nintendo uttered the words CD? And how much crow would I munch if Mario turned out to be all that Yamauchi said?

One game that can change the way we look and feel about games forever, yeah right... It took all of about five minutes for all the crows to flee Agoura Hills. The controller, after an hour or so, feels so good that it's hard to imagine playing without it, and the game, well, it's without a doubt, the best one ever. Throw those preconceived notions out the window, all the hearsay and innuendo aside, Nintendo has pulled a rabbit out of their hat. Super Mario 64 really does make you forget about everything else before it. It raises the standard, setting a new level – of not only graphics, but most importantly, gameplay.







WON-WON'S BARK IS BIGGER THAN HIS BITE (THEN AGAIN, THAT'S A BIG BITE). WAIT TILL HE ATTACKS THAN HIP DROP THE POST. HE'LL RUN OFF AND BREAK OUT THAT STAR.



COURSE 1











ON YOUR WAY TO THE CANNON GRAB THE FLYING HAT. SHOOT YOURSELF ONTO THE FLOATING ISLAND AND GRAB ANOTHER. USE THE CANNON THERE TO GET THE STAR IN THE SKY BY PLAYING A LITTLE PILOTWINGS.

















MASTER MARIO'S MANY MOVES!

WALK	RUN	CRAB WALK	CROUCH	CROUCHING SLIDE	CRAWL
JUMP	DOUBLE JUMP	TRIPLE JUMP	SIDE FLIP	WALL KICK	BACK FLIP
PUNCH	BIG KICK	JUMP KICK	HIP DROP	LEG SWEEP	RUNNING LONG JUMP
BODY ATTACK	SLIDING KICK	PICK-UP	THROW	SPIN	GRAPPLE
FRONT STROKE	THROW STROKE	CLIMB UP	TOP DOWN	POLE CLIMB	HAND STAND
A (HOLD)	A (RAPIDLY)	(HOLD) A			



THE BOMB KING!









I packed up my stuff and raced home as quick as I could, attached my N64 to the big screen and cranked the surround sound. What followed was a religious experience. A gamer through and through, I was, and am, in heaven with this game.

Now, somehow, I'm supposed to convey these feelings to you, something I've been pondering since taking on our first hands-on coverage. And you know what? I'm not really sure how to... but I will try.

Let's begin with Mario himself. No matter what you thought of him previously, or how much you despised the theatrical version, he is now impossible to resist. He doesn't run, he waddles, feet tapping frantically along, changing cadence with the terrain. With an enormous amount of moves at your disposal and a floating camera for you to direct, you could easily spend an hour running around outside the castle... but you won't

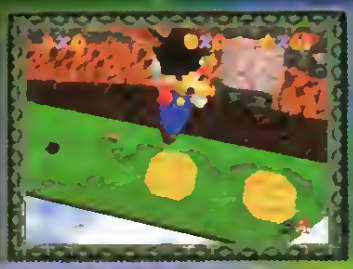




BLAST MARIO AT BOTH SIDES OF THIS WALL TO REVEAL A WELL HIDDEN STAR!















HOP INTO THE FIRST TREE YOU SEE AND TAKE TO THE SKIES! DON'T HANG ON TOO LONG THOUGH, OR YOU MAY BECOME BIRD DROPPINGS. HAVE BIRDY DROP YOU IN THE CAGE FOR A LITTLE STAR ACTION.



BATTAN LOOKS NASTY...



AND HE CAN SQUISH YOU!...







BUT YOU CAN MOUNT 'EM...



AND SMASH 'EM!

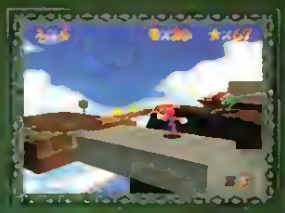


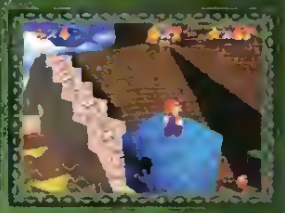


Once inside the beautiful castle chamber you're faced with an abundance of doors. Some need keys (awarded by defeating Bowser and obtaining 30, and then 70 of the 120 stars) and some don't. You can instantly access courses 1 through 4. Course 1 lies behind the unmarked door to your left.

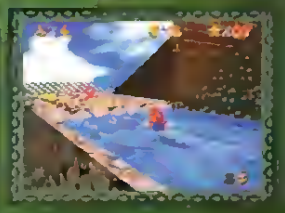
SM64's courses contain an unparalleled amount of gameplay and, as the game progresses, what you do in each will constantly change. The sheer vastness of some of them is hard to explain, but as I was playing I tried to imagine bug testing SM64 and am simply at a loss. There is just so much here. You could be blowing yourself out of a cannon one minute and the next trailing a giant manta ray deep beneath what looks and feels like real water. The scenarios are endless and each is executed with creative genius. In a game this size it's hard to imagine non-stop amusement but it's yours for the taking.

The goal in each course is to obtain 7 stars, five by whatever means deemed necessary, 1 by collecting all of the red coins, and 1 by collecting 100 yellow coins. It's the way in which Miyamoto and staff concealed these stars that makes SM64 so freakin' fun to play that you'll want to put the rest of your life on hold until the screen reads 120. Beating the game with the required 70 stars is simply not an option. The imagination, and directorial skills possessed by the minds behind SM64 are truly to be appreciated, embraced, and enjoyed by all. Miyamoto cares about nothing more than your pleasure; this is evident throughout the entire SM64 experience. Each course is like a mini game, complete with a new set of rules and, of course, perfectly matched music and sound effects. If you were worried about the N64's audio capabilities, I can assure you, they are remarkable. The system emits video game music (as opposed to that of real instruments) through and through, with sonorous vibrating bass, and deep orchestral overtones. The sound effects – like gurgling water, wind, and other environmental emulations – are without flaw. SM64's length has been in question for as long as I can remember. It would be better to judge SM64 by its size I suppose, or better yet, not judge it by conventional means at all. It may be above ud in . SM64 will be different in some fashion for every ne that plays it. It's as non-linear as a ame could ever be. (contd.)





















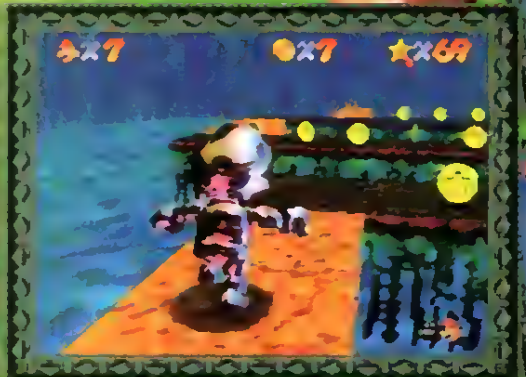


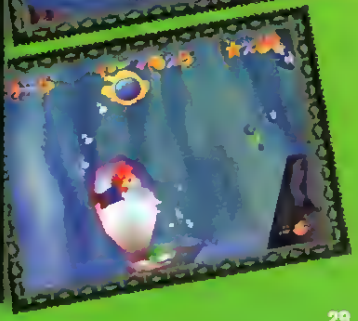
MY FIRST TIME IN WATER LAND WAS PRACTICALLY A RELIGIOUS EXPERIENCE. IT'S THE FIRST TIME YOU FEEL THE WATER IN SM64 (WHICH IS IMPOSSIBLE TO DESCRIBE), AND THE MUSIC IS THE BEST IN THE GAME, REMINISCENT OF DKC'S LIQUID LEVELS.

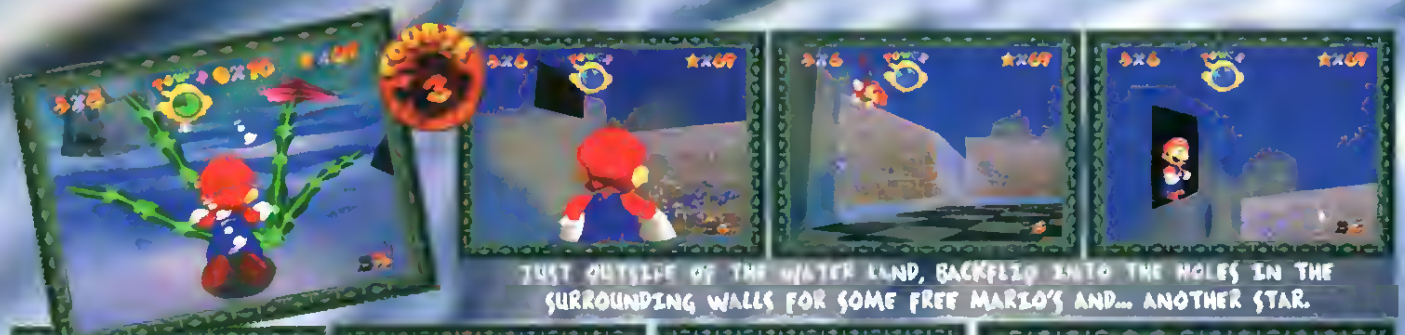












JUST OUTSIDE OF THE WATER LAND, BACKFLIP INTO THE HOLES IN THE SURROUNDING WALLS FOR SOME FREE MARIO'S AND... ANOTHER STAR.



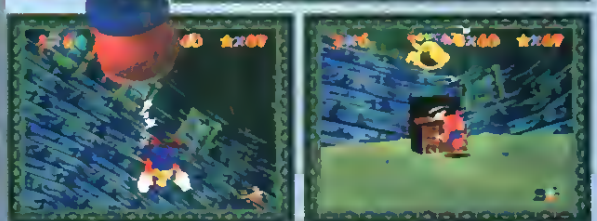


A HARD MOMENT TO DESCRIBE

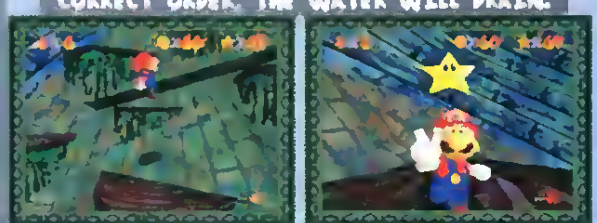
You don't necessarily have to do anything you don't want to. You'll play your game of SM64 as you see fit. Some will race through collecting stars as fast as possible, via hint guides or internet chat, while some will waive no contact with the outside world until they've cowed every inch of code on their own. The latter's how I'm playing SM64, and when I'm finished I'll start a new game, and do it all again.

These 12 pages of coverage (the most we've ever done on a single title) may seem excessive but they actually show very little of the overall game and only a few stars. I don't want you to come away thinking you've seen it all. Actually, whole levels are missing and the levels shown are only nicked. SM64 is a big game.

In closing I'd like to first, thank Miyamoto and staff for loving us gamers so much, but also convey to you that I am not unplugging my Saturn and PlayStation. I am extremely enthused by SM64, but this is Miyamoto at his very best. While I am now convinced that Nintendo possesses a superior machine the proof will of course be in the quality and amount of titles for it over the years ahead. Developer support has been the burning issue as many have balked at the cartridge format. For what it's worth, I cannot imagine any company not wanting to develop a game after playing this one for themselves. Whatever technical mumbo-jumbo you've heard or read about cartridge vs. CD may as well be stored deep in your cranial archive. Super Mario 64 never loads, you can't scratch it, it won't skip, is longer than long, stays crunchy in milk, and has fantastic audio. They can spew forth technical jargon till the cows come home, but nothing will ever change those facts. The end. E



AFTER OPENING THE FOUR CHESTS IN THE CORRECT ORDER, THE WATER WILL DRAIN.







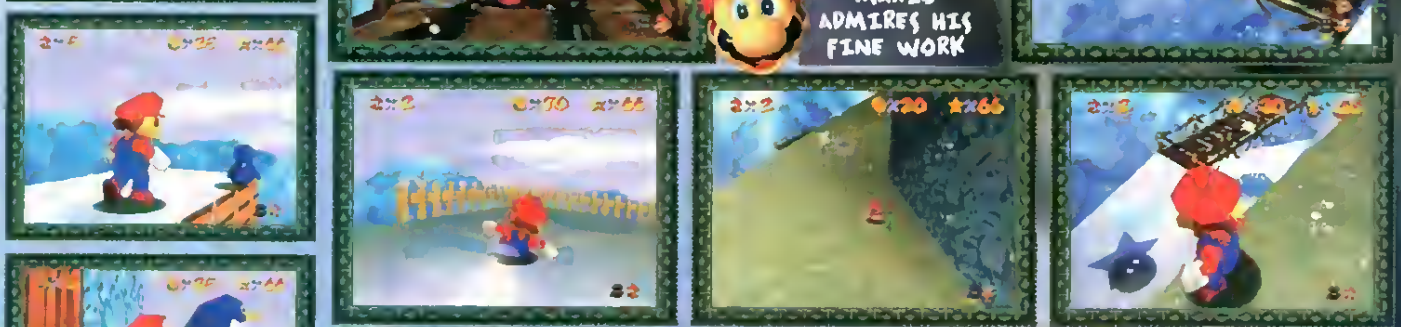


JUMP OFF THE LIFT AND CHAT WITH MEZZO BOMB. HE'LL OPEN THE HATCH. YOU'RE ON YOUR WAY TO SOME TREACHEROUS JUMPS AND THE HARDEST-TO-REACH STAR... IF YOU SURVIVE THE BLAST. AIM CAREFULLY!

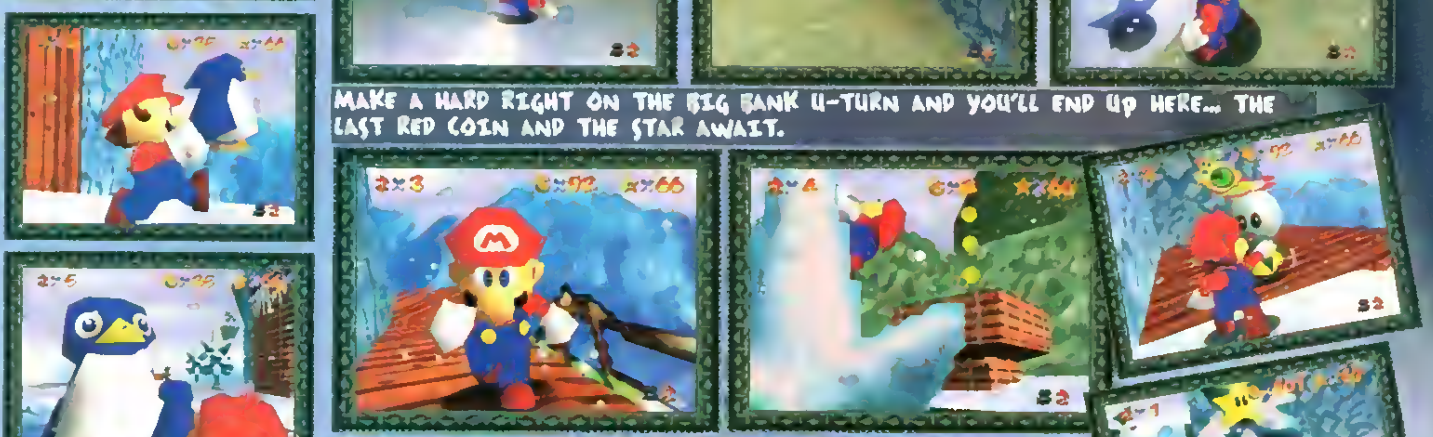




MARIO ADMIRES HIS FINE WORK



MAKE A HARD RIGHT ON THE BIG BANK U-TURN AND YOU'LL END UP HERE... THE LAST RED COIN AND THE STAR AWAIT.



MAMA'S GOT A STAR FOR YOU IF YOU SNATCH HER LITTLE STRAY OFF THE ROOF...

HANDI-TIP: DON'T USE THIS WARP TO BEAT THE MAMA PENGUIN. YOU WON'T GET THE STAR... CHEATER.

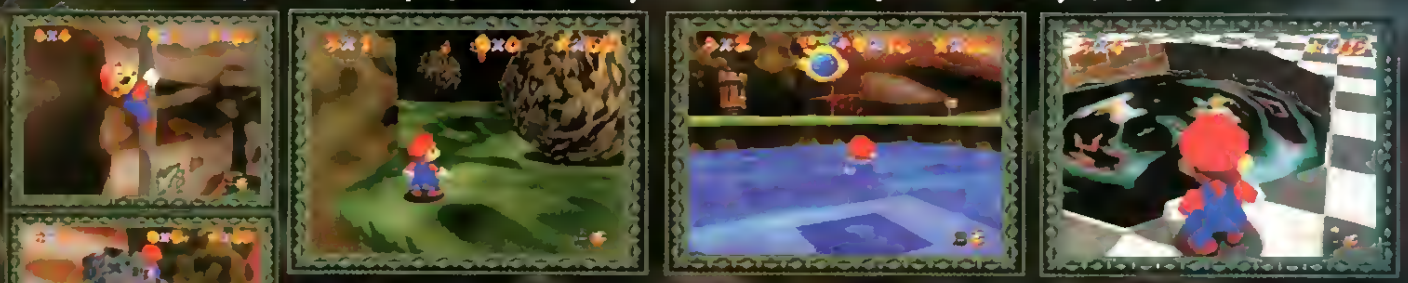


AND THEN IF YOU BEAT HER DOWN THE SLOPE SHE'LL, UM, POOP OUT ANOTHER. NO REALLY, CHECK OUT THE FACIAL EXPRESSION.


BOWSER 5
GETTING IN IS HALF THE FUN - FOLLOW HIM, FIND HIM IN THE GARDEN, THEN SMASH HIM.
AAAHHHHH BOOKS!!
MIDDLE-RIGHT-LEFT...
GRAB PIXEL MARIO AND JAM AS FAST AS YOU CAN TO THIS MURAL, DIVE IN AND FIGHT FOR THE STAR
YOU'LL MASTER THE DOUBLE JUMP REACHING THE GRATE ABOVE. USE THE CORNER IN SHOT TWO.



THERE ARE TWO PASSAGES IN THESE WALLS. THE SECOND AND HARDEST TO FIND LEADS TO A STAR. THE OTHER LEADS TO A LONG HALL AND THE SWITCH TO ACTIVATE THE GREEN BLOCKS. GREEN BLOCKS TURN MARIO LIQUID METAL AND INVINCIBLE FOR A LIMITED TIME. METAL MARIO SINKS IN WATER SO FROM HERE GO BACK TO COURSE 3 AND TAKE A WALK ON THE BOTTOM.



THERE'S A WELL HIDDEN STAR AHEAD... AND UP!

RUN TO THIS SWITCH AS SOON AS YOU BECOME METAL. DON'T JUMP AND STAY ON THE ROAD!

THIS METALLIC POOL WILL BRING TEARS TO YOUR EYES. WELCOME TO COURSE 6!





AFTER YOU GET DONE STARING AT HIM, HOP ON, YOU CAN STEER HIM!

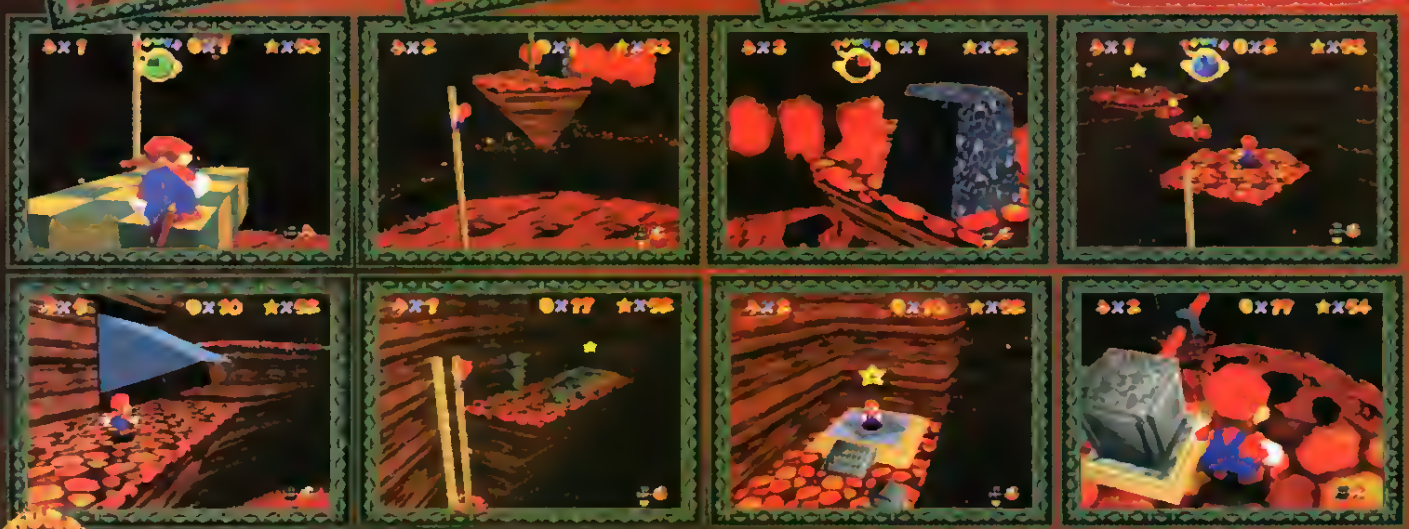




THIS WARP, LOCATED UNDER A HUGE EYE, TAKES YOU TO AN ISLAND WHERE A HAT ICON AWAITS. FLY ON OVER TO THE FIRE LOG. FROM THERE IT'S AN EASY WALK TO ANOTHER STAR.



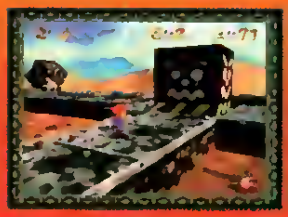
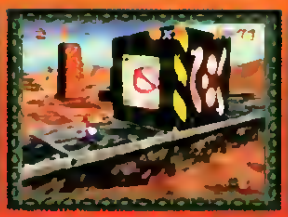
LEAP INTO THE VOLCANO AND PREPARE YOURSELF FOR A FLAMING HOT PLATFORM CHALLENGE. THERE ARE TWO STARS TO BE HAD, ONE HARD, AND ONE HARDER. BE SURE TO STOP AND TAKE IN THE SPLENDOR OF THIS AWESOME SUB-LEVEL.





JUMP DIRECTLY INTO THIS WALL LOCATED OPPOSITE COURSE 6. IF YOU THOUGHT STAR-GATE WAS COOL WAIT TILL YOU GET A LOAD OF COURSE 8!




THE LOOK'S REPEAT THE SAME PATTERN. AS SOON AS THE FIRST PASSES, RUN STRAIGHT THROUGH.

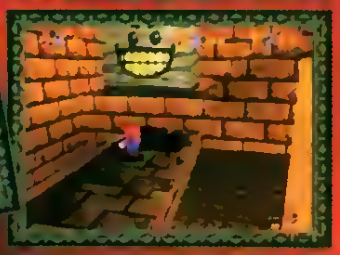






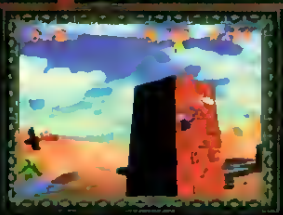
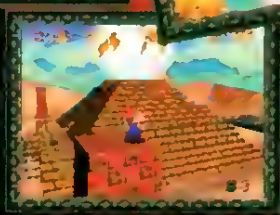
THIS WACKY BUZZARD LOVES MARIO'S HAT. KICK 'EM IN THE EGG CHUTE AND RECLAIM WHAT'S RIGHTFULLY YOURS! (MARIO'S 'DO AIN'T PRETTY)



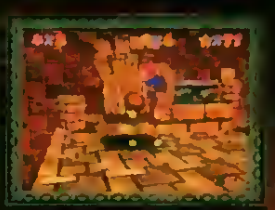





TRIPLE JUMP ONTO THIS PLATFORM AND GRAB EITHER THE SURFIN' KOOPA SHELL OR THE FLYIN' HAT. FIRST, SURF OR FLY TO THE EASY STAR LOCATED IN THE PYRAMID'S SIDE. SECOND, FLY TO EACH TOWER, GRABBING THE YELLOW COIN FROM EACH, WITHOUT TOUCHING THE GROUND. (YOU CAN LAND ON THE TOWER AND JUMP 3 TIMES TO REGAIN FLIGHT.) SUCCEED AND THE TOP WILL BLOW OFF THE PYRAMID. WHEN YOU RE-ENTER YOU'LL BE ABLE TO ENTER THE ROOM IN THE CENTER OF THE SAND. HERE YOU'LL FIGHT ONE OF THE COOLEST BOSSES IN THE GAME.









AFTER OBTAINING SEVENTY STARS, BY EITHER GETTING ALL SEVEN IN THE FIRST 10 COURSES OR, SEARCHING OUT THE FIFTEEN HIDDEN ELSEWHERE AND LEAVING CERTAIN COURSES INCOMPLETE, YOU'LL BE ABLE TO UNLOCK BOWSER'S FINAL LAIR. BOWSER SEEMS LIKE EASY KILL AT FIRST BUT YOU'LL THINK OTHERWISE THE SECOND AND
ESPECIALLY THE THIRD TIME YOU MEET HIM. HIS THIRD INCARNATION I'VE NOT SHOWN, SINCE HE IS VISIBLY DIFFERENT. THAT IS RESERVED FOR YOU. I'VE ALSO SHOWN A LIMITED



NUMBER OF SHOTS OF COURSES 1-15 IN THE INTEREST OF PRESERVING THEIR SPLENDOR. THERE ARE ALSO TONS OF HIDDEN SURPRISES THROUGHOUT SUPER MARIO 64 AS WELL AS A REALLY GREAT SURPRISE ENDING IF YOU BEAT IT WITH 120 STARS. WE'LL RETURN AFTER THE N64 HAS LAUNCHED IN THE US WITH A COMPLETE STAR GUIDE. UNTIL THEN, SAVE YOUR COINS FOR A NINTENDO 64. IT MAY, INDEED... CHANGE EVERYTHING.

PILOTWINGS 64

PREVIEW

NINTENDO 64

DEVELOPER - PARADIGM

PUBLISHER - NINTENDO

FORMAT - CARTRIDGE

OF PLAYERS - 1

DIFFICULTY - ADVANCED

AVAILABLE - SEPTEMBER



EVIL LIGHTS
WHEN YOU TAKE A BREAK FROM MARIO... HERE'S YOUR GAME!

Pilotwings 64 is fantastic. I could use the opening paragraph to recount "great moments" in our anticipation for the system and its games, all before making a comparison with other recent flight titles and how much better this one turned out to be. Instead I think I'll simply limit myself to saying that *Pilotwings 64* is in a league of its own, begging for no comparisons with other series; and as such, it's one of the most relaxing, entertaining games ever made.

This brings me to a dilemma: How can I begin to describe what it's like playing a game that, not so long ago, would have seemed possible only on some of the more recent models of arcade hardware or an SGI workstation? Trying to measure out how far advanced *P64* is over its Super Famicom/Super NES predecessor is a pointless exercise; it's like trying to describe three dimensions to one of the two-dimensional denizens of Flatland. (That actually turned into a better analogy than I planned...) The detail found in the game's environments is breathtaking: Small carnivals, metropolitan areas, and industrial worksites dot the land; hidden areas exist that can only be found after taking the time to closely scrutinize the layout of the environment; and almost every object is covered with textures so lush they appear to be

All Artwork ©1996 Nintendo/Paradigm

taken right out of *Kei's Power Tools* (and *stay* that way, no matter how closely they are scaled; such is the power of hardware mip-mapping). Just viewing the area maps demonstrates how much a particular land has to offer. You can rotate a map in any manner you choose, scaling out to fit the entire land onscreen, or scaling in so close that all of the individual landmarks scattered over the Little States, for instance, can be examined. As you may have inferred, this all makes for some incredibly picturesque scenery, and I mean that quite literally: while flying in certain vehicles, you can take photographs of whatever is onscreen, saving the image for later viewing in your album at the option menu.

Since I mentioned vehicles, it might be best to describe them next – after all, these things are essentially the core of *Pilotwings*. The Hang Glider and Rocket Belt return from the original game as two of the three primary means of flight; the other is the Gyrocopter, which can be looked at as an "improved" Light Plane. You start on the Beginner Course and, after receiving a Bronze Badge or higher in each vehicle's stage, you progress to the next course. Score all Silver or Gold Badges and you're entitled to swoop through free-flight sequences in the guise of the Birdman. Receiving those badges also opens access to events using the game's remaining three methods of flight: Sky Diving, the Cannonball, and the Jumble Hopper (a pair of boots rigged with high-powered springs). Each event is played completely differently, and all take some getting used to. Until that occurs though, don't be surprised to find yourself craning your neck and moving your arms wildly in an effort to emphasize your movements on the controller (even if the last time you did this was in 1987 trying to "make Mario jump"). You'll swear you're experiencing real flight. And by the way – using the 3D stick instead of the D-pad works beautifully; there's just no other way to get the kind of precise movements demanded by each event.

Whatever method you choose to fly, the handling differs with each character you can pick. There's a chart in the manual that will help you keep track of who's good for what; but a first look at these characters may make you wonder if they're good for anything. See, they're a little quirky; not quirky in the sense of "glitchy," but "quirky" in the sense of, "That Tim Leary... sure was quirky, wasn't he?" There's Lark, Kiwi, Goose, Ibis, Hawk, and Hooter. I think Hooter's characterization is particularly mentionable, the manual describing her as "a girl of sexy proportions." (P.S.: Hooter will become "Robin" in the American version. P.P.S.: I've been instructed by Nick to mention that all the characters are named after birds. All the characters are named after birds.) Also quirky is the music: pieces of certain tracks brought back memories of particular songs by such artists as Steve Winwood, Paula Abdul, and Kool and the Gang. To blame the limitations of the cartridge format for this would be like laying blame on an eight-track cassette because there was a recording of the Eagles' "Hotel California" on it.

No use dwelling on swill in a review for one of the most incredible games in recent times. *Pilotwings 64* is a giant leap over any sort of flight sim previously done on the next-gen systems. After seeing the capabilities of Nintendo 64, it will take an amazing programming team indeed to replicate anything close to *P64* on a 32-bit system. Besides detail, *P64* also brings with it the feeling of a solid, *finished* game that never eludes a Nintendo release. Miyamoto has made magic once again, and Paradigm has turned their skill at developing simulators for the military into a more worthy cause – making an incredibly enjoyable video game. You'll pick up *Pilotwings 64* again and again for years to come; it's destined to become a classic. *EL*



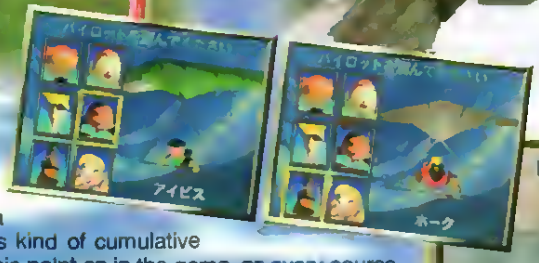
PILOTWINGS VEHICLE PROFILE

HANG GLIDER

BEGINNER COURSE: All three Beginner Courses take place on Holiday Island. This, the first, is an easy exercise that will allow you to get used to the control of the Hang Glider. Simply follow the path marked by the rings and fly through them. When you approach the target, try your best to make a gradual descent and land in the bullseye.







Course A: There are two tasks which you get to try your hand at on this stage, snowy Everfrost Island. The scores for both are cumulative and each requires a passing grade of 140 points. This kind of cumulative scoring is used in all events from this point on in the game, as every course has multiple tasks.

Task 1 is the ***Photo Cruise.*** Here you've got to glide through the near-arctic region of Mount Everfrost end get a few quick shots of your subject before landing in the target area. Choose the "Sample Photo" option to get a glimpse at the subject – the flames rising out of the top of the tower – and then head towards that location and get six shots of the blaze. You don't have to be Avedon, but you do have to try and get as accurate and symmetrical a picture as possible. Also, don't be afraid to fly through the flames, even though you'll be singed. This won't hurt your character; just don't get too distracted, as you've got to come down as evenly as possible and make a smooth landing. You might find it useful to use the C button to change your view as you head towards the bullseye.



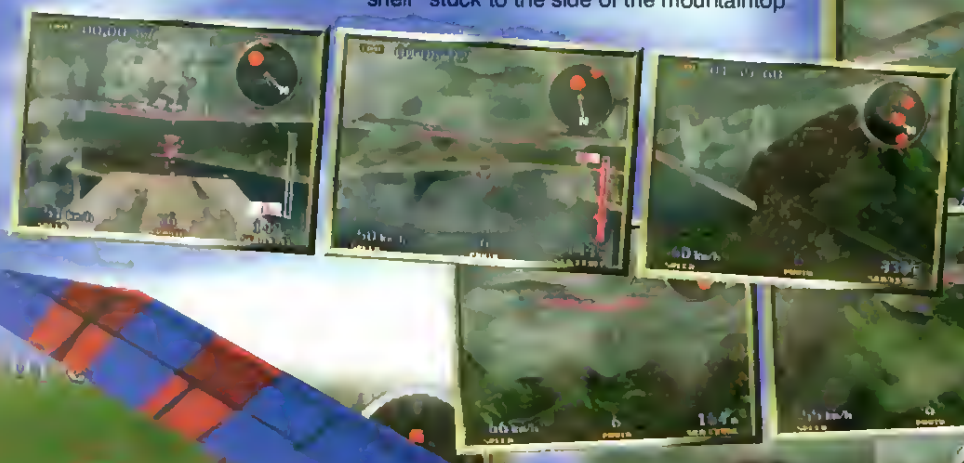


Task 2 is the ***Chicken Dive.*** This may seem intimidating at first, but once you get the hang of it things will be a lot easier. As you start, you run off a snowy cliff and dive into the air. Then plunge from the amazing height of 487m, pressing directly down with the 3D Stick, and swoop through the serene river valley between the sheer walls of the mountains. Try and go through as many rings as possible, and then bank a hard left. You'll want to start this turn around the second or third from the last ring so as to avoid crashing into the giant mountain in front of you. Fly through a wind current and swoop up onto the target area.

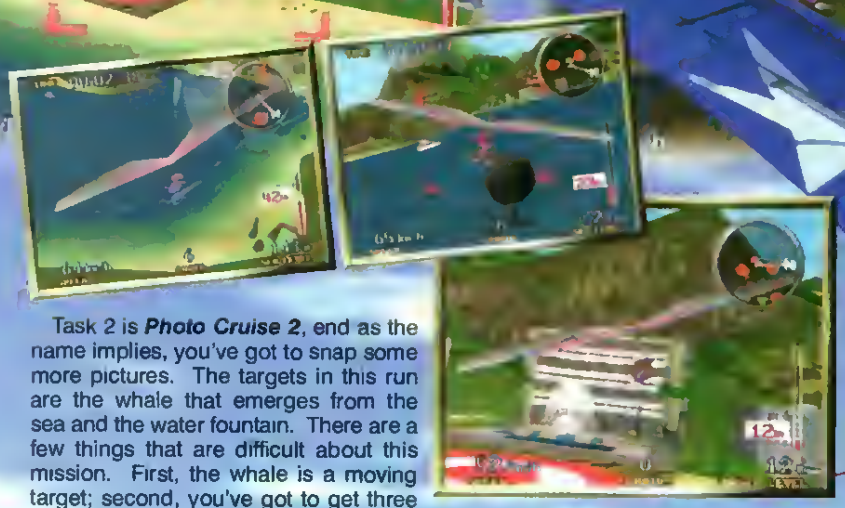
Course B: Crescent Island is the setting for the third Hang Gliding portion of the game. There are three tasks to be completed in the Course B events.

The first task is called ***Velocity Square***. The island is overcast and engulfed in fog on this particular run, lending shades of olive green and pale blue to the stage's composition. The object here is to fly through the massive updrafts of wind until you reech the height of 400m above sea level. The trick is to keep an eye on your velocity, making sure it doesn't dip too low. After attaining that altitude, land on the target located on the rocky "shelf" stuck to the side of the mountaintop





Task 2 is ***Photo Cruise 2***, end as the name implies, you've got to snap some more pictures. The targets in this run are the whale that emerges from the sea and the water fountain. There are a few things that are difficult about this mission. First, the whale is a moving target; second, you've got to get three shots of him taken from a front angle. Your second subject is the water fountain located in between the coastline resort and the target. To capture this image, take the shots as you're swooping down for your landing.



The last task is ***Seagull Wing***. The numerous updrafts scattered about the area are there for a reason – to help keep you aloft. Your goal here is to stay in the air for three minutes; once you hit the required time, swing around to the target located near the huts and have a go at a safe landing. Not as easy as you think!





THE TASK HERE IS TO STAY ALOFT!



PILOTWINGS VEHICLE PROFILE

GYROCOPTER

Beginner's Course: The "Light Plane" of *Pilotwings 64*, the Gyrocopter is the easiest vehicle to handle: imagine 3D flight-sim control that handles exceptionally well. Pressing Z brings up a sight, releasing the button fires a missile. Amuse yourself with potshots as you progress through the stages. Your objective here is to fly through the rings over the island, and then come down gradually, cutting speed and braking until you stop completely while on the runway

Course A: Here you fly the Gyrocopter over touristy Crescent Island. There's minimal strain on this course, so expect to gain the highest number of points using this vehicle.

Task 1 is the ***Sky Maneuver***. The mission here is to navigate around the entire island, finding the rings strewn about and flying through them. Completing this in a short time is essential to get a cache of points. If you're used to flying games, the Gyrocopter should be the vehicle you'll initially feel most familiar with.

The second task is named ***Strike Ace***. Your goal is to seek the three targets placed around the island and blast them with your missiles. To bring up your sight and shoot, press Z. You'll have to perfect your aiming though, as the sight is placed slightly below the Gyrocopter, and not directly in front of it. (It might be useful to press R and get a behind the cockpit view instead of the normal one.) As with taking pictures, you can hold Z to bring up the sight and then release to fire when you feel it's properly aligned with your target.

Course B: The Class B tests take place in the Little States. This is nothing you haven't seen before, although the third task here is a little different than anything you've experienced so far...

Task 1 is ***Mississip Storm*** (I'm not forgetting the "I"). Here you get to tour riverboat country while you do the regular batch of ring work. The rings are placed in some pretty tricky locations this time, though – underneath bridges, for instance. Be careful coming in on the landing strip: it's close to the last ring and

 All artwork © Nintendo/Paradigm 1996



The amount of detail in *Pilotwings 64*'s coursee is phenomenal. Long and winding caves shrouded by refreshing waterfalls, valleys cut by rushing rivers, and immense man-made structures can eli be found on this tiny cartridge. But no stage is more elaborately crafted than the Little States, the highlight of which ie arguably the epecteculer launch of the Space Shuttle.

slightly obscured by some mist.

Metal Horizon, the second task, takes place in the Grend Cenyon at nighttime. With the moon overhead lighting the entire canyon, you've simply got to fly and around and blow up every target before coming in to land.

This is where things get a little wild: Task 3, ***Hawk Attack***, pits you against a giant robotic version of Hawk known, appropriately enough, as "MechaHawk." You'll find him running around the Midwestern countryside. Once you get close enough to get a stable shot, blast him; five hits will fell the giant. Beware — MechaHawk throws rocks at you which, should they hit, will deduct 5 seconds from your time. If you want to destroy these with your missiles rather then dodging them go right ahead. Just remember en excess of fire will make MechaHawk go crazy; he'll run over buildings and up the side of the mountain just to escape. Destroy him as fast as possible and then head for the runway.









PILOTWINGS VEHICLE PROFILE



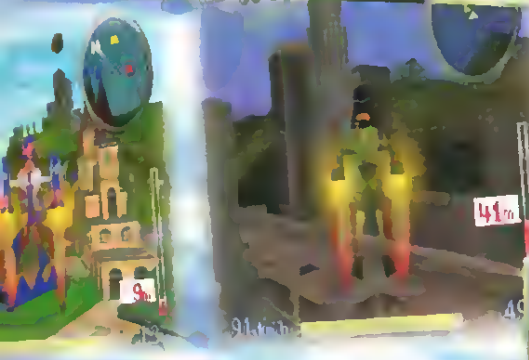
ROCKET BELT

BEGINNER COURSE: This course is fairly easy. your mission consists of flying to the top of the castle and ramming directly into the orange balloon to pop it. The Rocket Belt is much easier to use than the Hang Glider to get a light blast, hit B; for a more intense one, press A If you run out of fuel on this stage, you've got big problems. It shouldn't be hard to get a perfect 100 on this or any of the Beginner courses. But don't think Holiday Island isn't without its secrets: find the hidden star to go straight to the Birdman course, or fly through the cave to emerge in the dead of night!















Course A: Getting 100 on the two tasks in this course is a different story, though. The Rocket Belt missions of Course A take place in the Little States – appropriately named, as the area is an "SD" version of the U.S. (although one not exactly set to scale). All major landmarks are included in the Little Stetes as beautifully textured recreations. For this reason, you may be tempted to abandon fulfilling your objective. Feel free to do so; you can always restart, and there's no pesky flight instructor to scold you this time around. Check out Mount Rushmore or the Statue of Liberty for thrills!

Task 1 is called ***Metropolis Dance***. Your mission is to fly into the metropolitan sector of L.A., managing to make your way through the rings that dot the course. You shouldn't have too many problems pessing this area; just keep in mind the sometimes excessive force thet pushing the A button will produce Be careful collecting the red bonus rings located under the overpass and between the skyscrapers as well. Remember that time is the key factor to score high on the Rocket belt levels.







The somewhat disturbing title of Task 2 is "***Touch & Go***." This event can perhaps be better described as "Freefall, with a Little Help from the Rocket Belt." Basically your task is to dive from a high elevation of 324m and land on the targets which will open up underneath you. Try and be as accurate as possible – rely more on the B thrust than the

A – and beware of the wind gusts. You may find it useful to use the C button to get a better view and see what's under your feet. The standard view is not recommended. One other pointer: try not to bounce on the target, and come in on them as evenly planar as you can. When you're all through, land on the target. From here you can stand still, turn end survey your position before making the next move.

Course B: The events in this course all teke place on Everfrost Island.

Task 1 is called ***Balloon Balloon***. If you're not a Rocket belt whiz, the frustration level can run quite high here. Pop the two large blue balloons, and then pop the several orange ones that emerge from the blue. The first set bobs up and down, and the second bounce all over the place (God bless chaos theory, eh?) Be sure to make good use of your air brake here.



Tesk 2 is ***Jingle Road*** Here you fly through a series of rings scattered at various elevations throughout the area. The ones that resemble a clockface are "time rings," red bonus rings that trensform into normal yellow rings after a certain amount of time.

The third and final task is Ironhead. When you begin, there is a large blue ball sitting still: Repeetedly bump into it, guiding the ball into the large cylindrical goal erea – you can't miss it.

MORTAL KOMBAT TRILOGY







26(!!) CHARACTERS (PLUS 3 HIDDEN!)











It had to happen. *Mortal Kombat* has touched almost every part of the gaming industry in some way and now it moves on to yet another platform. Thankfully what we're getting is not another version of *MK3* because everybody knows the N64 deserves more. So instead we get *MK Trilogy*, the complete and total compilation of a series surrounded by controversy, hated by many, and loved by millions.

As the name implies, this should be the final incarnation of *MK* in its classic form (2D, digitized characters) before the series matures drastically in *MK4*. This is good news for *MK* fans who have dreamed of booting up one game, on one system, and having all their favorite moves, characters, and backgrounds appear in one package.

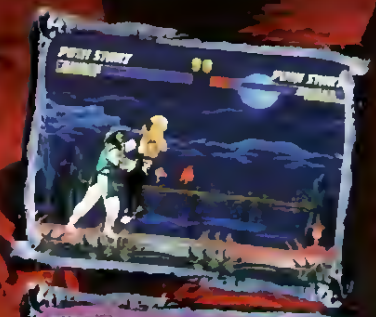
Whether you are a fan of the series

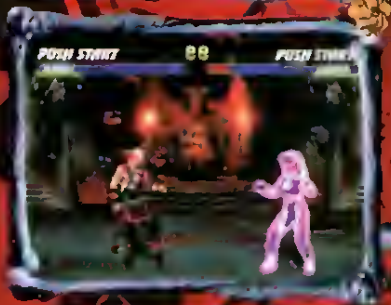




ALL KOMBATANTS KOMBINED IN ONE GAME!

Artwork ©1995 Williams









PREVIEW

or not, this game has to be appreciated for the sheer amount of play at your disposal. *Everything* is here. All the main characters ever seen in a *Mortal Kombat*. All 27 backgrounds from every game. All the secrets plus new "Kombat Kodes" never seen before. Right now, there are three secret characters (one of which is Johnny Cage, who's legal problems seem to have been resolved). Surprisingly, everybody has a full ending, which equates to at least twenty.

Graphically, everything is arcade exact – which is good and bad. The backgrounds from *MK* and *MK2* have been polished slightly, and *MK3*'s are unchanged. The character animation was missing some frames in the test copy we received, which might be attributed to the amount of characters and the limits of cartridge memory. The characters themselves have an extremely clean look to them, courtesy of the N64's better-than-arcade resolution capabilities. In the sound department, the samples are perfect and all your favorites are included. For some reason the music is low-grade, sounding similar to the SNES versions. Perhaps all the memory dedicated to the samples didn't leave much room for the music.

The play mechanics have been modified to accommodate the merging of the older and newer (combo-oriented) fighting systems and characters. We'll delve deeper into this aspect of *MK Trilogy* in future issues of GF, as well as updating details regarding characters and secrets.



NINTENDO 64

DEVELOPER - WILLIAMS

PUBLISHER - WILLIAMS

FORMAT - 96-MEG CART.

OF PLAYERS - 1-4

DIFFICULTY - ADJUSTABLE

AVAILABLE - OCTOBER



JACQUES

I'LL TAKE AN "MK TRIO" TO GO...






BLONDES?
OR BEASTS & BEHEMOTHS.
IS THAT A BABE
IN LEOTARDS
GIVING YOU AN
AEROBICS WORKOUT...
OR IS IT A FLAMING FIEND
FRESH FROM THE PIT
WHO WANTS HIS CLAWS
IN YOUR CHARRED CORPSE?
RATING PENDING
RP
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DREAM PARADOX

The Saturn has gone a year-and-a-half without having a mascot. No, you don't need a mascot series to play the games on a system, but for some reason it creates an aura of stability around the console. So, the time has come to ask, What character is looking most promising to represent the system? Sonic's been an extended hiatus; Bug is about as popular as Crystal Pepsi; and TaeJam and Earl may as well have died near the coast of Honduras in a banana-shipping accident. If Sega asked me for an opinion, I'd give them an enthusiastic "Alex Kidd!!"; but they didn't, so I can only give them a review of *NiGHTS*, a revolutionary game which is sure to become the Saturn flagship.

NiGHTS (as a crusader against conventional capitalization, I've decided to call the game by its proper name, *NiGHTS*) is another creation from Yuji Naka, the man who devised the immensely popular Sonic. *NiGHTS* is a being existing in the dream world of Nightopia, a place threatened by the wicked Wizeman. This nefarious schemer created *NiGHTS* as a member of his evil legion of "Nightmarens." But *NiGHTS* refused to

wander through a NIGHTMARE WORLD

MORE SPLASH

In this area, NiGHTS actually travels under the water! For a change of pace, there's a third-person sequence here also! Check out the fins!

GRAB THE PUFF!

When you square off with Puffy, you've got to grab hold of her and, taking aim, fling her through the barriers blocking each room of this massive house! Go for it dude!

BOSS 2 - PUFFY!

Fat boss action approaches! Puffy is an obese, legless opera diva who resembles a mutated beach ball. Laced with soprano wails, the soundtrack during this part is especially notable.

All Artwork © SEGA 1996


NiGHTS
SPRING VALLEY
Such serenity in Spring Valley. This will be Claris' first encounter with the strangely androgynous NiGHTS. You shouldn't have problems getting a hot grade on this level.
BOSS 1 - GILLWING!
There are certain animals existing in the wild whose colors automatically alert a predator, "Do not place me in your mouth." NiGHTS has a memorable mug, but he'd never be able to fit Gillwing inside. In any case, Gillwing will still knock the cookie out of this purple-clad harlequin should he get too close to those spikes.
SPLASH GARDEN
One of the easiest stages to clear in the game. Splash Garden is a fantastic beach world that contains many interesting areas to experience. The camera angle switches to an overhead perspective as you enter the sandy grove in which a massive flower clock keeps time! This is only a small sample of the wonders of Nightopia!
A fantastic but DANGEROUS PLACE

Survive with COURAGE and SKILL

be under the thumb of any ruler. He enlisted two children – Elliott Edwards and Claris Sinclair, a duo that answers the question, "What if the Neutrinos from *TMNT* mated with the Duracell family?" – to help free him and make the revolt against Wizeman a reality.

A different wise man once said, "Nothing is real," and after playing *NiGHTS* I can't help but recall how right he was. By now you've certainly read about the game's colors out of space and amazing level layout; the worlds of *NiGHTS* are fantastic collages of the surreal sort. The shots on these pages will help give you a better idea of the game's imagery than my words could ever do, but one needs seeing the game in motion to understand the frenetic form that is *NiGHTS*. When you begin playing, one of the first things you'll notice is how similar the game design is to *Sonic*. By this I don't mean the layout or even the gameplay; it's that totally chaotic feeling that *Sonic* exuded the first time you played the game. *NiGHTS* relies less upon careful exploration and more upon having fun by whipping through the air. Like *Sonic*, you become better and better the more times you play the game, remembering exactly what is where in each level. It's not difficult to become good, either – NiGHTS is so easy to control that you'll be pulling off crazy maneuvers after only a few sessions.

LATER LEVELS

The wicked Stick Canyon is more fun than a barrel of drunken monkeys. Latch onto a metal platform to take a roller coaster ride: fly through a magnetic field and become incredibly attractive!



Flee from the NIGHTMARE MASTER

MYSTIC FOREST

Wild things happen in the woods. Mystic Forest is no exception. Fly into the markers shown in the picture to the right. This will open up an underground chamber that's packed with bonus stars.

FROZEN BELL

You won't be served ice-cold Big Border Supremes here, but here's some food for thought: daily too long in this subzero wasteland and you'll be visiting the Eskimos – literally. Since nobody wants that, take care in the air and be sure to get all the blue spheres in the hyper ovaloid obstacle race! Or be a Boxcar Willy and catch a ride on the yellow train!

BOSS - CLAWS

The battle with Claws is an intense one. This stray cat will run around detonating his toy mice. If you don't dash into them to send them screaming off into their master, they'll pop like a couple of hot rats!





NiGHTS' RIVAL

Meet Reala. NiGHTS' Nightmaren counterpart: but a bad seed nonetheless. In this, the last duel before taking on Wizeman, the two lock in an aerial battle where each opponent blazes past the other and tries to spin a vortex around his foe. Reala isn't that hard: just don't get disoriented.

DREAM PARADOX

REVIEW

The stages – or "Dreams," as they're called – are divided into four sectors. Although the area is completely 3D with sections in the distance still visible, you are limited to following a certain path until you find 20 blue spheres and deposit them in the "Idea Capture." This is a massive holding tank which will release a glowing sphere called an "Ideo" that must then be returned to the starting point. Collect all four and it's off to fight the boss. Of course, you can't progress to the next stage unless you've received a passing grade in the current one. Grades, which run from A through F and include the seldom-seen "E," depend on overall performance. This includes beating the stage quickly, collecting as many points as possible, and pulling off a number of consecutive acrobatic motions.

On the way through a "Dream," you'll come across many Nightmarens (i.e., enemies). Nightmarens can be destroyed by being dashed into (press A, B, or C), or by being sucked into a hole in space created whenever NiGHTS does a loop around the creature. Although they won't injure you, contact with Nightmarens will take points off of your time. Don't think this isn't punishment; once your time runs out, you're forced to continue through the Dream as one of the bizarre children. This entails traversing the stage on foot (but going in any direction you wish) and, should you survive the beam of the alarm clock that will come into pursuit, returning to the start to receive a big fat "F" as your grade.

Ultimately the question asked is: "How does *NiGHTS* compare with *Super Mario 64*?" I have an opinion, but because the two are completely different kinds of games (much further apart than the similar platform qualities shared by both *Sonic* and *SMW*), I'll keep it to myself in an effort of fairness. (If you're still curious, you may want to refer to the Viewpoints...) Regardless, *NiGHTS* is spectacular, and a must-have for every Saturn owner in the world. After all, "It's a Dream Parad—"

SEGA SATURN

DEVELOPER - SONIC TEAM

PUBLISHER - SEGA

FORMAT - CD

OF PLAYERS - 1 - 2

DIFFICULTY - MODERATE

AVAILABLE - AUGUST



BATTLING JACKAL!

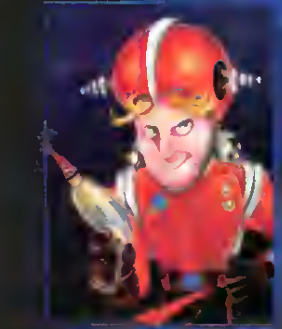
Jackal is a frightening Nightmaren who attempts to deal NiGHTS a killing blow. From the onset this boss will throw a triplet of cards NiGHTS' way, you've got to swoop up and down dodging their path. When you can get close enough (he'll try his best to get away), dash straight into him!

STREET FIGHTER ALPHA 2

PREVIEW

SEGA SATURN

DEVELOPER - CAPCOM
PUBLISHER - CAPCOM
FORMAT - CD
OF PLAYERS - 1-2
DIFFICULTY - INTERMEDIATE
AVAILABLE - 4TH QUARTER

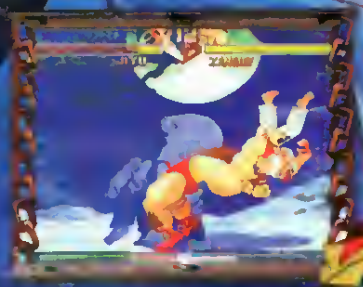


CAP'N SNAPPY
WHEW! *SFA2* AT HOME IN FOUR MONTHS!!!













Wow... that was fast. Not four months after first playing *Alpha 2* in the arcades, I'm playing a Saturn beta version. Although very, very early (only eight of eighteen characters are playable) the Saturn version of *Alpha 2* is looking to be an excellent translation.

Although it's already apparent *Alpha 2* may suffer from the "animation cut" problem of Night Warriors, the game plays perfectly and replicates the arcade's parallax-laden backgrounds flawlessly. There's no word on whether *Alpha 1*'s awesome modes and options will be expanded upon in this version, but this beta already sports two cool home-only features: Arranged music and voice announcements for all of the characters (e.g. "Ryu!" "Sakura!," etc.). The arranged tunes, as in *Alpha 1*, take some... uh... getting used to, but at least they're not as bad as 3DO Super Turbo.

What more can be said? Expect a perfect-playing version of *Alpha 2* in a few months. Next issue we'll take a look at the SNES and PlayStation versions of *Alpha 2*, so join us then! *CS*





Artwork ©1996 Capcom


DHALSIM
GEN
GameFan anxiously awaits the arrival of Super Puzzle Fighter II Turbo!

MACHINE HEAD

PREVIEW

SEGA SATURN

DEVELOPER - CORE
PUBLISHER - EIDOS
FORMAT - CD
OF PLAYERS - 1
DIFFICULTY - INTERMEDIATE
AVAILABLE - NOVEMBER



EVIL LIGHTS
Talk about being in the hot seat!

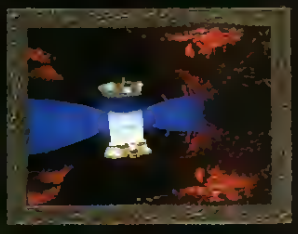




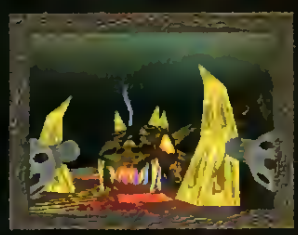
Core is covering all bases on their upcoming title *Machine Head* – they're currently working on versions for the PC, PlayStation, and the Saturn. We took a look at the PS version in Vol. 4 Issue 5, and now we bring you a glimpse of *Machine Head* Saturn.

This time we've got a story, too. You play the part of Kimberly Stride, a scientist who's got the untortunate objective of cleaning up the mess made by a mad scientist. It seems the good doctor has done a bit more than throw some sodium in a sink full of water; he's infected the Earth with a super-virus known as "Machine Head," and it's Dr. Stride's mission to eradicate all mutations. There's one slight hitch, though – her assistant Orville has strapped her to the smart bomb she developed to combat the virus, and that's the "vehicle" she must ride through the fifteen areas of the game.

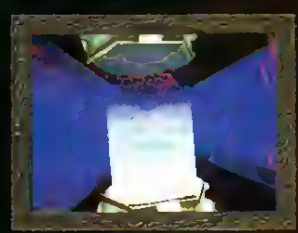
Machine head looks great – really great. As in "best 3D virtual world

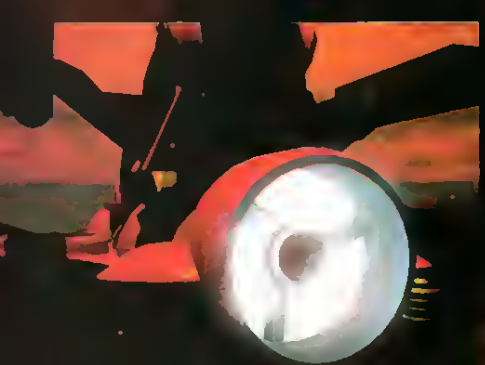
















All artwork ©1996 Core.



game on the Saturn" kind of great. The details of each level and the textures covering every surface look outstanding. And, surprise: Saturn does light-sourcing. (Although, after seeing some of the latest Saturn titles, that phrase may become superfluous.) The closest thing to which *Machine Head* can be compared is *Descent*, but this is much better – the shots don't lie. Core's tightening the game up as we speak, so we'll bring you a closer look at the finished version soon. – *EL*

LEGEND OF OASIS

It never fails to mystify me how people who so nostalgically reminisce about the "good old days" of the NES and Seper NES are alweys the firsl to trash 32-bit games lor "looking 16-bit" and "lacking in originelity." It yoe're one of those people who can look at these screen shots and think the same thing, well, yoe'll probably want to stay awey trom *Legend of Oasis*.

Bet lrom my perspective, thal's one of the stupidest argements I've ever heard. I've hed tons of tun with all the classic action/RPGe, so why woeldn't I want to play another masterpiece from the same mold as *Zelda* and *Crystalis*? So what il it isn't entirely in 3D, or the graphics aren't all rendered and covered with leyers of ehiny chrome? I'll take this mixture of good old-fashioned 2D puzzlo-solving and hend-drawn, eeperbly enimeted grephics over your typical, glossy, "next generation" titlo any dey.

The backgroend graphics aren't specteculer, bet they do the job. What *is* spectacular is the animation... Loon has so meny lrames that the system ectually hae to load up a new sel each time yoe switch weapons (it doesn't take more than e second or two), and I was espe-cially impreseed by what can only be described as his "billowing pan-taloons." The enemies are cool, end equally well animated, but they'd be a lot more impressive il Ancient had acteally redrawn their big ver-sions, rether than just take the little enemies and scale them until they turn into a pixely blob. And other than that scaling, there isn't mech in the special effects department. No trensparencios, no 3D scenee, no polygons. Thenk God.

The most lmpressive aspect of the game is easily the dengeon design. A certeln other megazine commented that even in "later" levels, the pezzles are little more than lind ing or reaching "switches" (thie captlo was ender a shot thet wes a whopping two

Artwork ©1996 Ancient



REVIEW

DEVELOPER - ANCIENT
PUBLISHER - SEGA
FORMAT - CD
OF PLAYERS - 1
DIFFICULTY - ADVANCED
AVAILABLE - SUMMER

minutes "later" into the game). Please trust me on this: the puzzles in this one go much further then that. You have six elementals, each of which has a variety of powers that alter the various items in the world. Of course, to get each elemental, you need to summon them, by firing a little spirit bolt at an item that falls under their elemental jurisdiction. To get to these, you might need to use any combination of your 5 weapons and the six scrolls that give these weapons magical power. Basically, there are a ton of things you can do in *Oasis*, and you'll need to use complex combinations of the whole batch to get anywhere. And those who played the first *Oasis* will be thrilled at some of the changes in the sequel; weapons can now be used an unlimited number of times, and the elementals don't eat away at your spirit power nearly as fast.

It is a fair complaint that the game is somewhat tin-ear, meaning that you have to do the game's 8 dungeons in a specific order. But that certainly doesn't mean you're locked into "tracks." Every [illegible] you visit is full of optional puzzles that can't yet be solved, and every time you get a new elemental [illegible] ys to venture back into old dungeons and unlock the new areas, or collect a few items you've missed. Also, there are a number of hidden, optional areas (such as the two rat lairs) that can be visited whenever you discover them.

I do have some complaints with *Oasis*, such as the gratuitous and sometimes ugly scaling, Yuzo Koshiro's okay-but-inappropriately-ambient soundtrack, and the way most of the later dungeons are just so dark and drab. But the smooth play mechanics, the excellent dungeon design, and the brain-tweaking puzzles make this a superb quest. Though it's not always pretty, and it's never revolutionary, you're not going to find a better action/RPG anywhere in the 32-bit world. And while we enjoy this epic quest, let's not forget to take a moment of silence to pity the poor souls who inexplicably shun such masterpieces because they just "don't look 32-bit." *T*











THE NEED FOR SPEED



REVIEW

SEGA SATURN

DEVELOPER - EA

PUBLISHER - EA

FORMAT - CD

OF PLAYERS - 1-2

DIFFICULTY - INTERMEDIATE

AVAILABLE - NOW



EVIL LIGHTS
A DEFINITE IMPROVEMENT OVER THE 3DO VERSION.

A quick run-down on *Need for Speed*'s history: Way back when, 3DO owners were starving from a serious game famine that, incidentally, never seemed to leave. When *NFS* was announced, everyone rejoiced; too bad its release also showed off the game's serious, um, "need for speed." In other words, *NFS* was much more a driving game than it was racing. Thankfully, EA has corrected that heinous problem on both the PlayStation and Saturn versions, and that makes for a far more invigorating experience.

In Saturn *NFS*, you have the typical group of one-player modes to pick from, but also can enjoy one-on-one split-screen fun with a friend. The courses are the same as in the PlayStation version: the City, the Coast, Rusty Springs, the Alpine region, Autumn Valley, and Vertigo Ridge. Although I wouldn't exactly call the courses intense, there are some pretty tight turns to navigate; in the Alpine stage, there are even some breathtaking jumps. Drive a little too fast, though, and don't be surprised to find a trooper breathing down your neck, hoping to make quota and pull you over.



You can choose from one of eight vehicles to blow through these areas, including the Carrera, Viper, Diablo, and Ferrari 512 TR. Sure there's constant pop-up assault, buildings and billboards that are super-pixely when they scale by, and a yet-low dividing line which only seems to stretch twenty yards ahead of your car at all times before completely disappearing. But despite these flaws, those aforementioned vehicles contain something that's a desirable trait in a racing game: control. There's no slip-slidey loose feeling that takes a lot of adjusting to before you can finally finish first regularly; they all handle exceptionally well.

Overall, Saturn *Need for Speed* is a great racing title (with some great music, I might add). Unfortunately, the PlayStation version is going to have to contend with the exceptional new *Burning Road*, and the Saturn's already got *Sega Rally*. But if you really wanted to like the 3DO version, or are someone who simply *must* have every piece of Road & Track merchandising, then you might as well give the new *NFS* a try. *EL*















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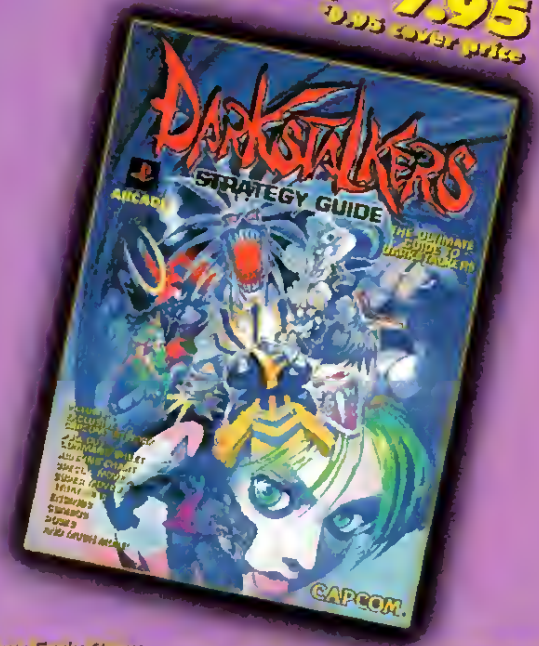


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An interview with:

Eidetic







Mark Blanc (MB) co-founder of Eidetic is doin' the talking as interviewed by Jay Puryear (alias Kid Fan) in mid-June with Bubsy 3D (approx. 50% complete):

Bubsy got off to great start back in' 92 by starring in one of that year's best action platform titles. Since, however, he's endured a tragic 16-bit sequel, and a less-than-spectacular stint on the now extinct Jaguar. That's 2 lives down. Can Mike Berlyn's Eidetic resurrect the Cat, or is he destined for the Dog Pound...

GF: What is it exactly that you are doing to make *Bubsy* stand out in the growing arena of 3D advanture games?

MB: We'll be actually shrinking the player and putting him inside the TV... no, just kidding. We're focusing on high variety of game play, including the patented AtomCam. Outstanding characters, graphics and animation. Heavy use of audio/voice/interactive music. A unique 2-player game which creates a frenetic competition between two peopla. And, of course, HUGE levels with plenty to explore!

GF: Who conceivad *Bubsy 3D*?

MB: The original creator of *Bubsy*, Mike Berlyn, and hia partner, Marc Blanc.

GF: How many original *Bubsy* team mambers are working on *Bubsy 3D*?

MB: If you maan from *Bubsy 1*, than just one, Mika Berlyn. If you mean from when we started on *Bubsy 3D*, then five.

GF: Tell us about Eidetic, Inc.

MB: Eidetic, Inc. was founded by Marc Blanc and Mike Barlyn who had worked togethar at Infocom. Marc waa a founder of Infocom and the creator of *Zork*. Mike and Marc enjoyed working togather, and they got to do soma design work on coin-op games. Over the years they worked at Infocom, Marc and Mike developed a great rapport, and shared a common language and understanding of game and game design.

Eidetic is currently twenty-three people dedicated to making leading-adge products. We like being small as it lets us all participate in the creation of tha products. We're located in Bend, a amall ski town in Central Dregon.

GF: When did you officially begin the project?

MB: We started *Bubsy 3D* in April, 1995.



GF: How many people are working on *Bubsy*?

MB: Dur team has thirteen over-the-top people working insanely hard. Each of them has contributed ideas on how to maka the game awesome, and that has contributed to making the product what it is in design, in what you see on-screen, and in what you experience when you play it. It's an amazing exampla of what a great group of talented people can do!

GF: Is the music in *Bubsy* PCM or radbook audio?

MB: Tha *Bubsy* music, voice and sound effects run the full gamut – streaming (ADPCM) audio, MIDI music, digitized sound effecta, and streaming (ADPCM) voice. Sinca each level has its own music, and the music is layersd by each visible creatura's musical theme, and the sound effecta are layered over tham, and Bubsy's voice is layered over all of that, we wouldn't be able to do the gama justice by having tha music be limited by redbook audio. Phew!

GF: Will you incorporate and CG or FMV?

MB: We've worked very hard to create a strong sense of *Bubsy* (his purrsonality) in the gama. We've introduced "intermission" movies which are played when the gama player laaves the controller alone for awhile, as well as cool "death" moves. In addition, on completing a level, the player will sea an end-of-level movie while the scores are tallied. This and-of-level movie is really a gag movie which shows Bubsy in a short cartoon relating to the environment. All of these movias are animated by hand, then the 3D models are shaped to match the 2D animation. This enabled us to capture Bubsy's body language and have the 3D Bubsy ba consistent with who he is. Each of these movies are designed to entertain abova and beyond playing the game.

As the player leaves Bubsy alone for even a few seconds, he starts to display his impatiance and eagerness to continue in the model's animation. And when the player swings tha camera around, well, Bubsy goes a little over the top.

GF: Exactly how big is *Bubsy 3D*? Tha levels I've saan look huge.

MB: Huge hardly conveys tha sensa of it. They're bigger than huga, since huge is a 2D concapt! First, the levels are not long stripa, like they are in 2D sidescrollers or platformers. Nor are thay flat, table-top areas with objects stuck on the ground, like a flight sim. Game play in *Bubsy 3D* is "cubic" which to us means that there's interasting things going on up, down, left, right, in and out of wherever you are in the level.

GF: Are you utilizing all the PlayStation 3D capabilities?

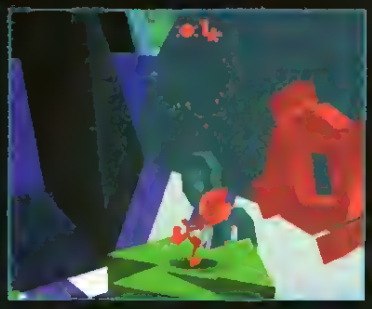
MB: And then soma! Wa've made a game with ND pre-rendered sprites – each and every character on the screen is built out of

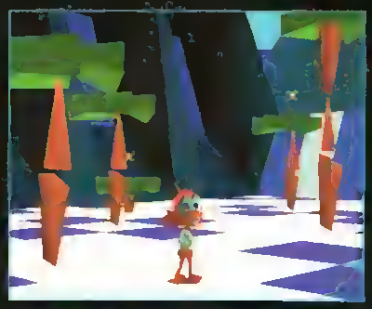
















polygons. We heve the PlayStation lighting everything, and we usa all the lights the PlayStation providaa, especially for our underweter spacial effects!

We usa flet, unsheded polys, flet sheded polys, sprites (for the score & text stuff), flat textured polys, Gouraud shedad polys, and Gouraud shedad textured polys. Did we miss any?

Wa straam audio, streem video, and streem video with audio interleaved. We have MIDI fliea, digitized audio, and we ship crickets so players can put them inside their machines to make cricket chirps... well, maybe not the crickets.

Anyway, when Bubsy's done with tha PlayStation, the PleyStation has hed e real workout.

GF: Was the decision to go with flat shedad polys in the interest of speed or the look?

MB: Since Bubsy was going to Rayon, the home of the Woolies, we wented to create e wacky, fentastical place, where the pleyer feela thet anything could happan. Since no one else hes been there, we had to recreete the look and feel of the planet as we remembered it from the last time we were there. But seriously, from the very beginning, we wanted to create a very enguler, certoon plece, end wa focused on our memories of the Warner Bros. cartoons from the late '50s through the '60s for inspiration.

We've been constently striving to keep the focus of the playar'a attention on game pley – on Bubay and not on the backgrounds. One of the easiest and simplest methods of accomplishing this waa to uee flat shaded polys for the environment. Keeping the environment lass grephicelly intense than Bubsy whila still baing interesting hes been the challenge.

One of the things which quickly became obvious was that Bubsy "popped" on backgrounds of flat polys. Since he's Goureud shaded end texture mepped, he's very eaay to see. That also epplies to ell of the creatures from Reyon – they're easy to spot. When you're surroundad by enemies, it's nice for them not to blend into tha background!

So, from the very start, it was look end not epeed which drove ell of our creative end technical decisions. The other PlayStation/Saturn product we're working on is completely textured – thet's what its look demanded.

GF: Are you using eny light source or Gouraud ahading?

MB: Everything, including the charecters end the environment, is lightsource sheded except for the atoms, end all the characters end objects with which you have to interect are Gouraud shaded. In eddition, tha charecters are texture mepped, model animate, and the textures on the models ere animated. By not shading the etoms, the pop from the background, so they're easy to spot like the enemies.

Gouraud shading ia used without regerd to speed considarations – our decisions to texture and Goureud shede are based aolely on "look" issuas.

GF: Will you do e Saturn version?

MB: Our Saturn version is in the worke and should ship shortly after our PlayStation version.

GF: Of the thrae current next-gen platforms, which do you think is the most developer friendly?

MB: We heve no experience with tha N64 as of yet, so we can't really comment on it. Due to the early excellent support, tools end development systems Sony provided (they had a bit of a heed etart), we made the PlayStation tha lead SKU, but we are pleased with the quality of the Saturn tools es well.

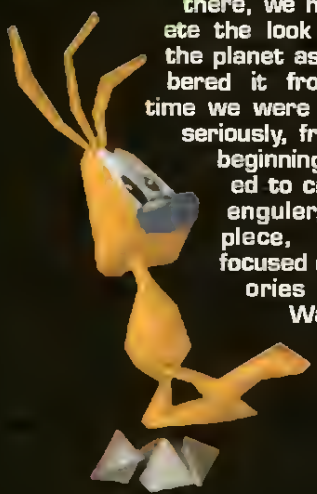
GF: Will *Bubsy* ever get a toy line such as *Earthworm Jim*, PR, etc...

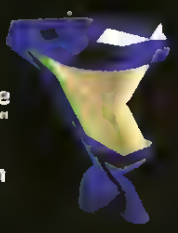
MB: Hey, we hope ao! Bubsy starred in e 30 minute cartoon speciel that wes shown in soma major markets, and we've all got little stuffed Bubsy dolls here at Eidetic, but we sure wouldn't mind heving a Woolie or two!

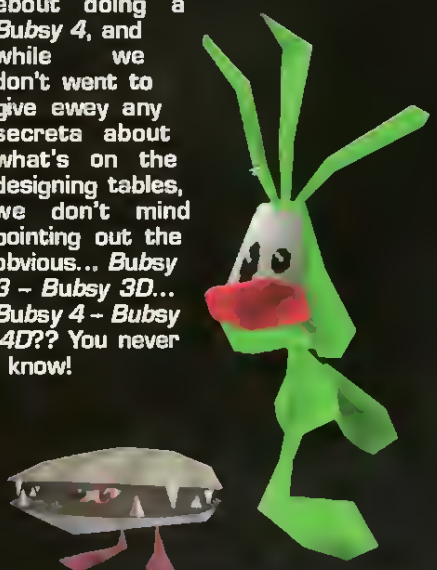
GF: When will *Bubsy 3D* be completed, end what will your next project be? A sequel?

MB: We're telking about doing a *Bubsy 4*, and while we don't went to give ewey any secreta about what's on the designing tables, we don't mind pointing out the obvious... *Bubsy 3 – Bubsy 3D... Bubsy 4 – Bubsy 4D*?? You never know!









PLAYSTATION NATION



wipeout XL

PREVIEW

PlayStation

DEVELOPER - PSYGNOSIS

PUBLISHER - PSYGNOSIS

FORMAT - CD

OF PLAYERS - 1-2

DIFFICULTY - INTERMEDIATE

AVAILABLE - NOVEMBER

















Anti-Gravity Ballistic Racing is back! The original *Wipeout* captured the attention of everyone in the industry, where it was one of the most well-received sleeper hits of last year. Testing the limits of the PlayStation was critical to *Wipeout*'s appeal, allowing for fast-paced action on huge, complex courses. The developers at Psygnosis gained an incredible amount of experience while creating the first *WO*, enabling them to prepare (even them) for a worthy sequel.

There will be six new tracks (and a few secret ones) that can be raced this time around. A grand total of 15 ships are now included, ensuring a wide scope of racers to choose from. Four different racing classes are selectable, to better accommodate first time players and pros alike (the first *Wipeout* wasn't exactly forgiving to novice players). New additions also include pit-ting areas where your energy can be refilled (as compared to the first where after too many collisions – boom! No more chances). Lastly, a plethora of new, juiced-up weaponry joins the originals (including bombs that take the track with rippling earthquake rings).

The in-play graphics are as blazing as ever, and this time the new tracks feature some radical designs packed with big backgrounds and gut-wrenching hills and banks. Half of the appeal of the first *WO* was its spectacular course construction rocketing along at 30 frames per second, and the six new tracks should be that much more impressive and complicated.

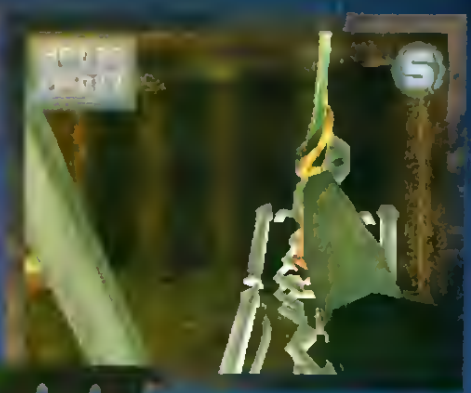
Perhaps I've lead one to believe that *Wipeout XL* is going to be a walk through the park, what with the novice modes and piffling additions. No worries, however, for all the experts out there: Make it to the top racing class, and you'll have a whole new learning experience 'cause this sucker is tougher and so much faster than the original. As anticipation for the next-gen Psygnosis titles increases, we'll be here to cover you with screens, info, and an updated run-down on all the new features. *JS*



JACQUES
THE BEST RE-PUTRESCENT 3D
RACING GAME OF BACK

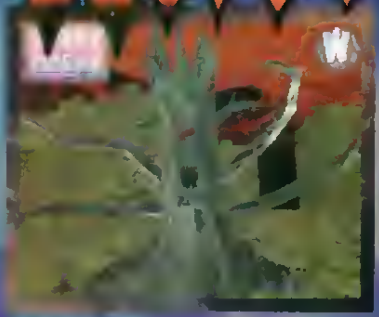






KING'S FIELD III

PREVIEW





Though the Japanese PlayStation's barely been out for a year and half, it's already hosting its *3rd King's Field* game, "The Story of Verdite." And since everyone shocked RPG-shy retailers (when will they learn!) by rushing out and buying the American version of *King's Field* [II], ASCII has assured us of another prompt American translation of its gargantuan sequel.

King's Field III isn't much different from the last *King's Field*, there's just a heck of a lot more of it. It's actually *four times* as long, promises FROM Software, which should be good news for the four or five of you who actually took the eight or nine months necessary to beat *KFII* ("Forget college, ma, I wanna beat *KFIIII*"). The only other conspicuous addition is a long, grainy FMV intro and a bunch of pretty cool cutaway scenes throughout the game.

Not that a lot hasn't been improved... Although the environment quality is basically the same (and is starting to show its age, quite frankly), the spells are a bit cooler, the monsters are a lot cooler, and the music is much, much improved. And those who got a bit claustrophobic from the last two *KF*s will also enjoy the much larger amount of outdoor scenes in the latest version. We'll have much more on this behemoth title as its US release nears.

T

PlayStation

DEVELOPER - FROM SOFT.

PUBLISHER - ASCII

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - DIFFICULT

AVAILABLE - 4th QUARTER



TAKUHI

A NEW *KING'S FIELD*? HAS IT BEEN A WEEK ALREADY?













UPDATE

PlayStation

DEVELOPER - SIL KNIGHTS

PUBLISHER - CRYSTAL DYN.

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - ADVANCED

AVAILABLE - OCTOBER



EVIL LIGHTS
I ALWAYS HAD A SOFT SPOT FOR VAMPIRISM.

This will be the last look at *Legacy of Kain* before we deliver a review of a finished version – really, we swear. Consider this an update to the Preview we brought you last month. We received an 80% done copy in the last couple days, so there's a lot more to show of what will be, without a doubt, Crystal Dynamics' finest game yet.

If you've been following *Kain*'s progress in GameFan over the last several months, then you're probably already familiar with the story. It is reported that the game will have 45+ minutes of FMV sequences; in the latest version we got a look at the marvelous cinemas that really set the mood for this tale of the tortured undead. These scenes make it quite clear that *Kain* is going to be earning an M-rating. An image of the necromancer's face as his eyelids are being sewn shut; a woman shattered into a million globules of blood by a magic spell; a worm's-eye-view of an enormous guillotine before it comes railing down through a character's neck... this is the stuff nightmares are made of.





The overall mood and setting is very reminiscent of Coppola's great bastardization, *Bram Stoker's Dracula*; Kain's attire recalls that of the mortal Count himself, and the opening scene details a poor wretch impaling himself in true Vlad Tepes fashion.

As you progress through the game you can get into any one of several suits of armor. Your character's onscreen appearance will change if you do this, just as when you equip a new weapon. When you select equipment in the status screen, Kain's super-exaggerated "Gothic horror voice" tells you exactly what it is you're selecting, and a bit about its background if you so desire. But instead of hearing a simple

LAVISHLY DETAILED DUNGEONS ARE THE HIGHLIGHTS OF THE WORLD

ALTHOUGH KAIN IS NOW A VAMPIRE, HE HAS NOT ABANDONED THE TOOLS OF HIS WARRIOR PAST... HE DECIMATES WITH THE SOUL REAVER, AND INCINERATES WITH THE FLAME SWORD..



"Wraith Armor," you'll hear: "Wraith Armor. This armor was spawned in the most impure of spirit forges, tempered in the seething agony of tortured souls..." and so on. One might wonder exactly how armor could be "spawned," and just what exactly made its forge so "impure." I would guess the answer to be "debaucheries." If you the reader have another idea, send it in and we'll print the best!

Moving on... I mentioned weapons earlier. In past action/RPG titles, you would obtain a series of weapons, one more

BLOOD OMEN
LEGACY OF KAIN

powerful than the last, until you found the equivalent of the "Magic Sword," a blade mighty enough to cripple enemies with an energy blast. Things work a little differently in *Kain*. You see, in this game you can find the Soul Reaver. What the Soul Reaver does, once it's swung into the gut of the nearest creature (or townsperson), is send limbs flying every which way, bathing the surrounding area in an eerie blue glow and a few pints of blood. The Soul Reaver acts as the equivalent of the B.F.G. Whatever weapon it is you choose, you can continuously swing it back and forth in a sort of combo if you time the button-pressing right. Don't waste the victim's carcass, either: Once you've decimated your foe, you can suck a massive stream of blood from the body to replenish your vitality.

Annihilation of the enemy is not restricted to mere weapons. Kain can pick a spell from a vast selection available to him in his spellbook, the destructive effects and animation of which are awesome. Also in the way of magical power is Kain's ability to metamorphose into one of four forms: a wraith, a wolf, a bat, and a townsperson. Each has their own benefit, one of which – the bat – enables Kain to travel to assorted places on the map following a glorious CG flight sequence.

There's a lot more to say about *Kain*, but that will have to wait for when we've got our hands on a review copy. As you probably already know, *Kain* is aimed at players looking for a seriously long quest; its reported 100+ hours of playing time is now the game's mark of infamy here at the office, and just about every staffer is dying to sink their teeth into a finished version. (I wonder how many times *that* pun has been used in an article on a vampire-related game.) It looks like Kain is going to make the perfect Halloween release... ***EL***

THIS COULD BE CRYSTAL DYNAMICS' FINEST HOUR...

THERE IS NO EXCUSE FOR A VAMPIRE TO STARVE WHEN HE'S INDULGING HIMSELF IN A KILLING SPREE LASTING OVER 100 HOURS.







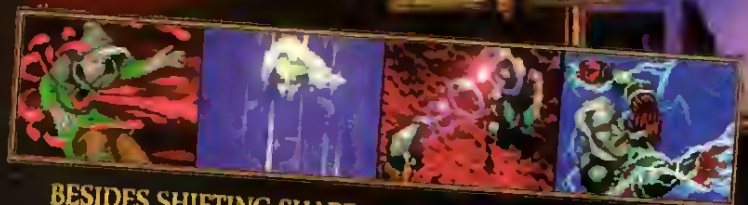
A VAMPIRE CAN MASSACRE... ...WITHOUT GUILT.











BESIDES SHIFTING SHAPE, KAIN CAN CAST NUMEROUS WICKED SPELLS

KAIN GOES ON A CHOPPING SPREE

THE WAIT IS ALMOST OVER!

鉄拳 TEKKEN 2

REVIEW

PlayStation

DEVELOPER - NAMCO

PUBLISHER - NAMCO

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - ADJUSTABLE

AVAILABLE - AUGUST



JACQUES

3D FIGHTING REACHES ITS PEAK.

Since the advent of 3D fighting games, major companies have been trying to break the mold and shake-up the scene. The long-standing battle between Namco and Sega in the arcades has influenced their ability to create innovative products (seeking to out-gun each other with every update of hardware and software). Recently, however, the arrival of the 32-bit systems has welcomed this battle into the homefront. Under much duress and time constraints, this new fight began in the winter of 1994 when *Virtua Fighter* and *Tekken* made their migration to the 32-hit systems in a record-breaking period. Although the sentimental favorite ended up being *Virtua Fighter*, largely due to its fanatical adoration hy Japanese arcade-goers, praise of the technical heauty of Namco's *Tekken* soon transformed the battle into one of system potential over play-mechanics. News of *VF2*'s inevitable appearance on the Saturn forced Namco into a compromising position whereby a simple straight translation of their sequel to the PlayStation might not be enough. As *VF2* rode waves (tidal waves, actually) of success as the first truly next-gen title to hit home, Namco prepared *Tekken 2* for its Japanese March release date, looking to show gamers a package filled with innovation.

And now I'm playing it. Tekken 2 is probably one of the hest all-around fighting games, in any form of media, ever conceived. To say it is merely a perfect arcade translation would he undermining the essential greatness of its home translation. Namco has meticulously crafted the game as a reflection of its arcade counterpart, and went many steps beyond, yielding a much expanded version of a proven winner. There are massive increases in play mechanics,







filled with gratuitous counter-moves and bone-shattering combos, merged with a fantastic load of extra moves that offer players unprecedented mastery over fighting control. Incredible light-sourcing, silky 60 fps animation, and stunning motion-cap abound within *T2*. Do yourself a favor right now, and check-out the mini-guide we've pieced together. Unlike other magazines who went for the generic approach of simply listing what the in-game instructions already tell you, we've been playing hard, night and day, to bring you the best of the defensive and tactical aspects of *Tekken 2*. Believe me, just because you can chain together a combo sequence does NOT mean you can take the win. Especially considering your seemingly invincible 10-hit combo can skillfully be slammed to a halt, reversed, and stuffed in your face with a beaping dose of pain. To be perfectly frank, *Tekken 2* is far too large to cover completely. It has been the collective decision of the people working on this article to delve deep into the advanced tactics only. You see, with T2's in-game practice mode, it becomes redundant for us to basically re-print something you (as the player) can try bands-on. Good defensive play really involves you in the fighting experience. Besides, the counters are so satisfying, and just too cool to throw into the proverbial mix just as someone thinks the match is theirs.











Getting back to my review, I think the bome enhancements deserve special mention. Namco has obviously been doing their homework, as they've taken almost every conceivable measure to create a user-friendly options environment within the game. Tbe Arcade mode pits you against 10 kick-ass fighters in a battle for the 'Iron Fist.' There are the seven regular characters to fight your way through, and a sub-boss unique to your character before ascending to Kazuya, and finally, the Head Honcho himself, Devil. Tbe Versus mode includes any option you might be needing. You can choose any of 25 characters (if you've been saving on a memory card) and enter into a no-holds-barred, beat 'em up jamboree with one to four rounds per opponent. You may change characters at will between bouts, and adjust your life bar to between 70% and 140% of its normal length to control the relative skill between players (i.e., a pro taking on a newcomer etc.). You may tailor the control to your liking, turn blocking damage on or off, and adjust round timing from 20 seconds to the true fighter's choice – unlimited. Record keeping is, of course, included, as well as a choice to have the arcade-original tunes or the excellent arranged tunes as fighting accompaniment.

As previously mentioned, the practice mode is one the most complete examples of this concept ever seen. Firstly, the four-button layout of the PlayStation pad is shown at the bottom of the screen, highlighting the proper button at the right moment, in a different color, as per the sequence of moves being shown. While this means the most devastating of combos involve basic memorization of button patterns, timing also becomes a key



All Artwork © Namco 1996

factor and that can only he perfected hy the player. If you're having trouhle, simply hring-up the Practice options and command the computer to demonstrate the move for you. In contrast, if you want the computer to assault you with its combo, in order to practice counters, you may do just that with relative ease. The whole idea of including such an expansive training mode only confirms the hrilliance of game design in *Tekken 2*. Take up the gut-wrenching challenge of the Survival mode to hattle it out in single-round fights that must be survived on a single life har that refills only slightly with each win. Time Attack is another battle mode where the rule of the day is speed and how efficiently you slam your way through the competitors. I'd have to say that the coolest feature is the Team Battle mode which sends your best eight fightera up against a friend's or the CPU in an all-out slug-fest!

If you own a PlayStation, you simply must own *Tekken 2*. It cranks the hest out of your system, AND it contains heautifully designed fighting techniques that you will return to again and again. *Tekken 2* is deep. The ton of options are all right-on the money, and the hulk of characters to learn and play should keep anyone in comho/counter fighting heaven for weeks on end. My thumha are hitting the sky on this one, dudes, so check it out, and enjoy a full fighting experience that shouldn't be misse[illegible]. /s



鉄拳 TEKKEN 2





We don't have the space in GameFan to print every technique in *Tekken 2*, so instead we've decided to reveal some of the interesting gameplay features such as juggle combinations and counters. Combos are an important feature in this game and expert players can finish off an opponent in seconds with the correct sequence of moves. The best combinations involve chaining linked attacks and we have chosen an interesting selection for your perusal over the next two pages.

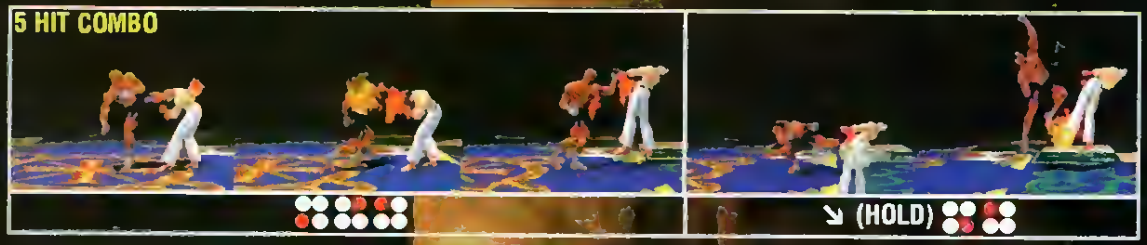


TEKKEN 2 COMBO LIST

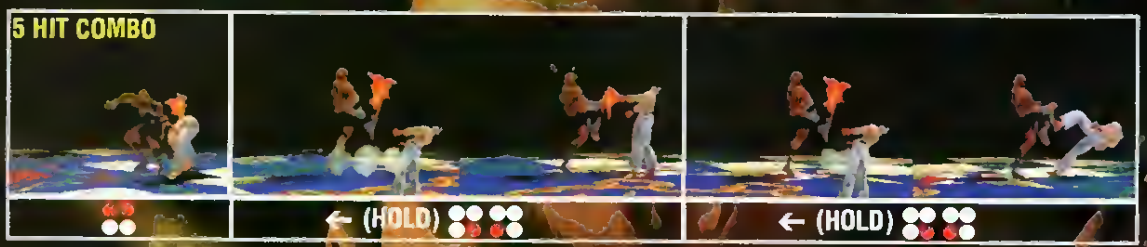
Learn the hundreds ot combinations in *Tekken 2* and only then will true mastery be yours. Arcade treaks knock *Tekken 2* tor its tloating combos and it's true that some are simple and cheesy, like Jun's Dew legs, but most are rock 'ard techniques that require expert timing and incredible joypad dexterity to execute. For this issue ot GameFan we reveal some basic combinations tor tour diverse combatants. These are just a tew ot the many juggles that each ot these tighters possess and we recommend experimenting with different techniques to create your own custom combination.

BRUCE IRVIN

5 HIT COMBO



5 HIT COMBO

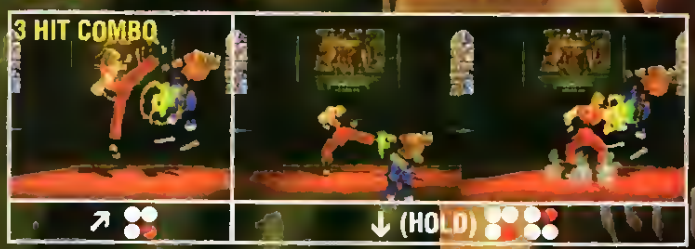


6 HIT CDMBO



PAUL PHOENIX

3 HIT COMBO





4 HIT COMBO



鉄拳 TEKKEN 2

STANDARD 5 HIT COMBO (LISTED)



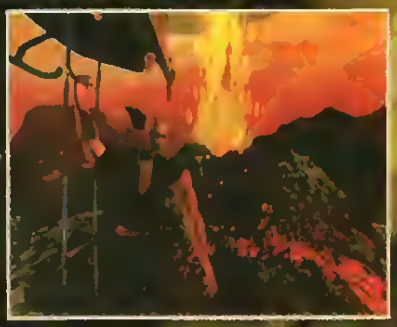


HEIHACHI MISHIMA





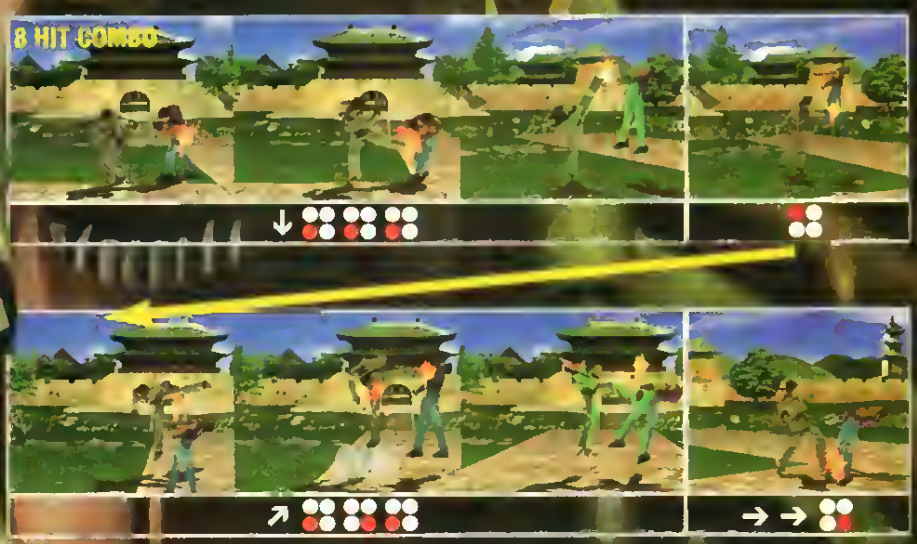
Heihachi can perform floating combos easier than any other character. The right upper has tremendous reach and should be your first choice when countering any tailed attack. The Demon uppercut and Twin Pistons are also good combo starters that inflict moderate damage. Finish the combo with the Spider Sword Leg or Earth Cleaving Leg.



BAEK DOO SAN







鉄拳2
TEKKEN 2

TEKKEN 2 COUNTERS

Counters in *Tekken 2* are not to be confused with the return moves that characters like Jun and Paul possess. Counters allow every fighter to break up a damaging grapple combination before it starts. The counters require some very fast button tapping at the start of the grapple animation and you take minimal damage before eventually retaliating with a kick or punch. Some characters have unique counters to certain moves. Check out the cool Paul Phoenix counters below!

NINA'S GRAB COUNTER

It's incredibly frustrating to have your arms repeatedly broken by a woman in a figure-hugging leotard. You can now counter her Palm Grip by pressing any of the button combinations below but you need to be quick before it's too late!



TACKLE COUNTER

The tackle counter is unique to Paul Phoenix and allows him to grab and break the arm of the opponent before it can smack him in the face.



KING'S WRESTLING COUNTERS

If you find yourself the victim of King's multi-grapple combinations you will be pleased to find out that Namco have included counters to each stage of these attacks. We won't reveal them all but the techniques below should get you started.









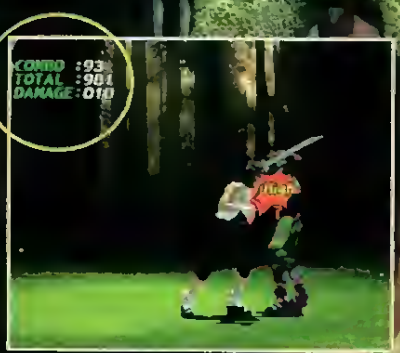
FRANKENSTEINER COUNTER

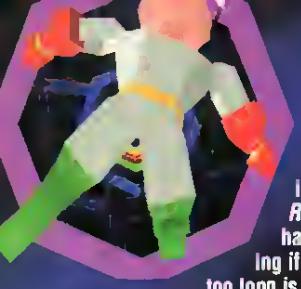
Another Paul Phoenix exclusive enables him to execute a return move against King's Frankensteiner. Timing is essential but a successful counter produces a spectacular Power Bomb!



JUN'S INFINITE COMBO

Ask any expert *Tekken 2* player to tell you who the cheesiest fighter in the game is and the answer will always be Jun Kazama. A large array of linked attacks that strike at different levels make her a frustrating opponent. Select Jun in practice mode and go for her infinite combo by repeating the Mountain White Dew Legs attack. The number of hits resets to zero after you reach 100!





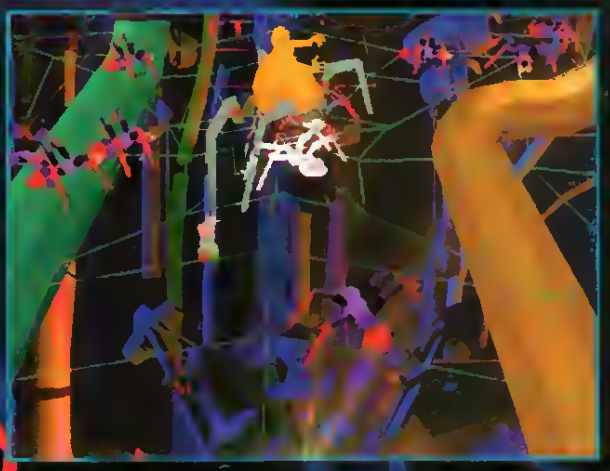
My thembs need sergeryl The intensity of *Robotron X* has me wonderling if playing tor too long is healthy, bet I'm not sure if I really care. Let me expialn my addiction to this game: it could essentiaily be deemed *Robotron 2000*. As you might geess, thet means a graphics ovorhael that still steys true to its roots, seper-cherged mesic, and the seme frenetic gameplay experienced in the originel, bet placed in the context of a greatly expanded game.

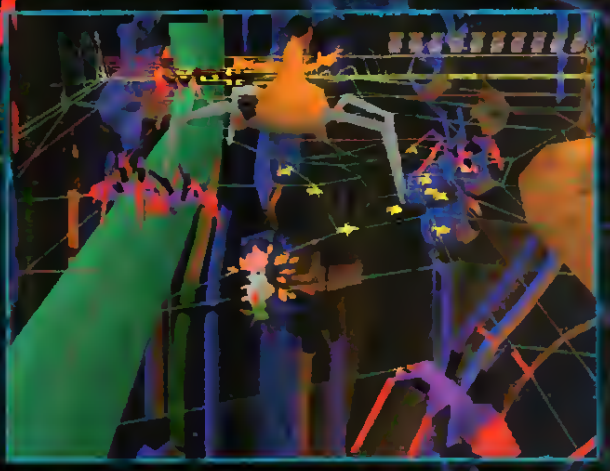
Betore I talk eboet the themb-numbing qeali-fios, I'd like to point out how crazy this game is. tn fact, crazy enough to be designed by e lormer GameFan employee...

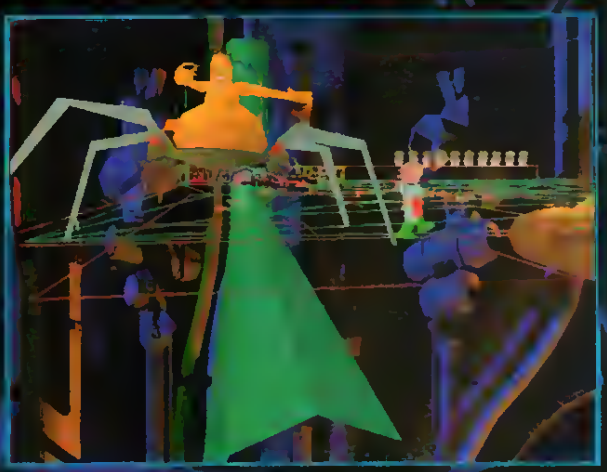
Jest imagine: You're a bald little adventerer, decked out in bitchin' white deds sporting a pair of demented space-shades. Yoe get whipped throegh a psychedelic wormhole, end land on a color-cycling, sqeere field floating in a high-tech limbo. From there, it's classic *Robotron* action. For anyone who's played the originel (or spent some time with *Smash TV*), the conlrols and gameplay ere easy to enderstand. The D-ped directs your movement, the bottons dictate in which direction your weepon fires. Basicaliy, you destroy all ot the enemios on a

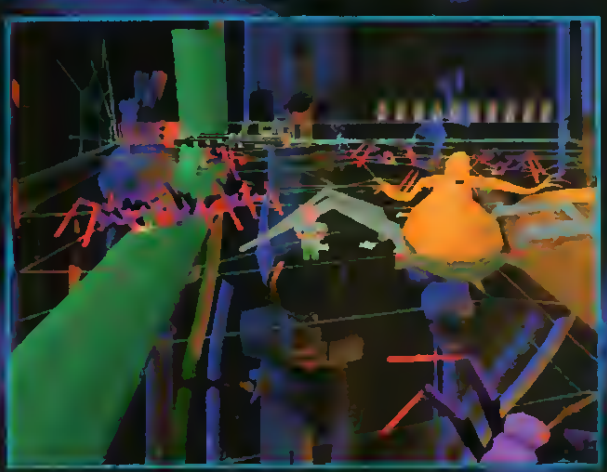














staga, and whan they're obliteratad, you proceed to the next lovat. Simplistic, yos – too bad the seemingly navar-anding stream of robots, mechs, and brain-headed baings will tarn yoar thumbs into crampad *hooks* as yoa dodga thair assaalt. In this version, the camera zooms in at momants when it would raally help to sae whether yoa wora haaded in the direction of an anamy or obstacla, but that's almosl sara to be fixed. Believe me, that's my only "gripo"... taka note of the qaote marks.

PREVIEW

LAYOUT - E. STRUSA

PlayStation

DEVELOPER - PLAYER 1

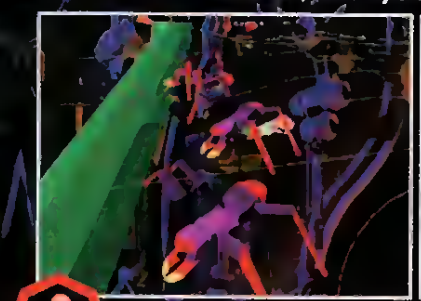
PUBLISHER - WILLIAMS

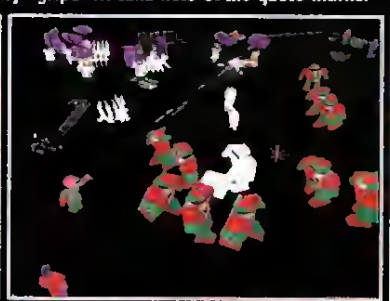
FORMAT - CD

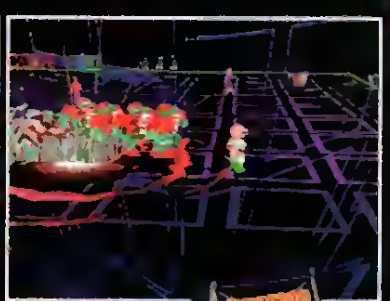
OF PLAYERS - 1-LINK

DIFFICULTY - N/A

AVAILABLE - FALL







Other than that, what else will we saa changad in the final varsion this holiday saason? A more datailad playfield, main character, and enemies; an insana namber of levels; bossas with somo maddening little traits; and more masic tracks in tha styfe of the *perfect* hardcore techno selections on the bela. This gama is jast too tun... I can't wait to see the polished prodact. In March, *Robotron X* is haaded to the N64. Until that time comes, we'll ba back in a coaple of issaes with a tall review on what may bo one of the best titles of tha yaar. *EL*















EVIL LIGHTS
100% PURE ADDICTION !







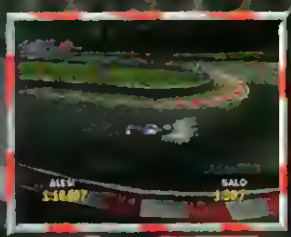












We've been covering this racing game for the past year, and as it comes to fruition, it looks like Psygnosis will hold true to their claim of "Top racing game" for the PS. The *F1* project has been one of the most detailed and precise undertakings in racing game history. They have worked with many people from the FOCA/FIA , and in securing this license, the game is wholly based on the actual 1995 Formula 1 race season. In effect, all 13 teams, and all 35 drivers, on 17 world tracks, are modeled from their exact real life equivalents.

In taking this approach of 'realism comes first,' Bizarre have let nothing slip by. All the tracks are accurately constructed, right down to the advertisements from major companies on billboards. Even track lengths have been scaled in exacting proportions to the video screen, as well as wet and dry conditions and layout (i.e. grassy areas, types of barrier, tunnels, etc.). Game options include transmission type, steering and braking assistance, multi-viewpoints, and weather conditions that are either historically correct to the season or random. Racing just for fun (without the ton of meticulous detail to worry about) is possible with the Arcade Mode. Of course, if you want to immerse yourself in an entire simulated Formula 1 season, you may enter the 17 race challenge of Grand Prix Mode. This one I find particularly cool because you can pick a racing team and basically live out a true-to-life F1 year for points and winnings.

The technical aspects of *Formula 1* haven't changed since early on in its development. The game is still running smoothly at 30 fps and all 26 cars are unique in design, unlike the 'same car, different color' of most racers out there. The courses are built of 60,000 to 90,000 polygons and are fully textured. The camera pans and zooms are based on TV coverage so they are dramatic and effective, and replays of entire 70 lap races are possible.

Right now, special attention is being applied to the AI, which is using some of the most complex programming algorithm techniques ever seen. Ultimately, after all the hype, the proof will be in the play. We should be receiving a final of *Formula 1* by next ish, at which point we'll be telling you all about it. — *JS*

PREVIEW

PlayStation

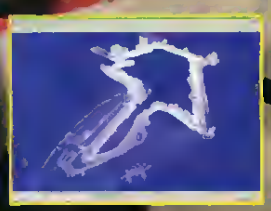




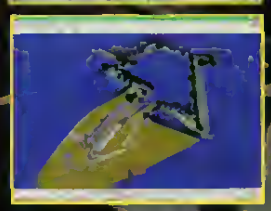
Bizarre Creations Team Staff

Bizarre Creations is headed by Psygnosis' long-standing developer, Martyn Chudley. Martyn has been developing software for Psygnosis for several years, producing titles such as *The Killing Game Show*, *Fatal Rewind* and Wiz 'n' Liz, as well as assisting with many other projects both in and out of house. However, *Formula 1* is undoubtedly their most ambitious project to date. (NB: the current team consists of six programmers, five artists and a researcher who is responsible for the collation of all Formula One details and other relevant information.)
















Destruction derby 2





PREVIEW

PlayStation

The second generation of games from Psygnosis are all in preparation for fall release dates, and *Destruction Derby* is no exception. This time around, the developers at Reflections have taken the time to create a full-blown sequel and not merely a boring re-hash of the original.

It seems as though *DD*'s programmers were already optimizing their game engine while in mid-project with the first game. As a result, one year later, these games are entirely pumped-up from top to bottom. *DD2* has been increased a thousand-fold. A few new features: All damage now occurs on the fly, in real-time. Your car will react accurately to every collision, as opposed to pre-set crash animation, as in most car games. You actually earn more points if you rock somebody's world in interestingly violent ways, instead of just hitting them harmlessly (sort of like 'combo' crashes). In addition, cars can catch fire now, send up showers of sparks from running into barriers, and even lose their doors and trunks (revealing the appropriate body pieces) with all new power-smashes. You can actually lose a tire or two and drive around like an out-of control maniac as your naked hubs grate the asphalt!



The tracks are now MUCH larger (up to 5 times the size of *DD*) with hills, ramps, and killer banks throughout. To help with the seven new tracks (and four derby arenas), cars now have four wheel independent suspension, enabling total control over counter steer and power-slides. The developers are also working on a pitting system, and the Stock Car Racing option is included for those who simply want to enjoy the new, bigger tracks and the thrill of racing. Don't worry, the Destruction Derby and Wreckin' Racing are still here, so your chaotic cravings can still be properly satisfied.

Graphically, the 3D engine has undergone massive changes. In the first *DD*, the developers were just trying to get all twenty cars to run well at once. Now we have all the cars, large tracks, lighting effects (street lights that reflect off passing cars, for example), and multiple collisions, all running along at 30 frames per second. The generic techno tunes from the first game have been dumped in favor of a more suitable style of music for a game of this kind: metal. There is also a new commentator (no more "What a smoosh!") who commentates for Indy and Daytona races; apparently he's turning out to be quite good.

You'll be hearing more in these pages soon. Looks like you *Destruction Derby* freaks are gonna get your fix – and this time it's coming in truckloads! *JS*



JACQUES QUENCH YOUR DESTRUCTIVE THIRST FOR A SECOND TIME!









PREVIEW

PlayStation

DEVELOPER - PSYGNOSIS

PUBLISHER - PSYGNOSIS

FORMAT - CD

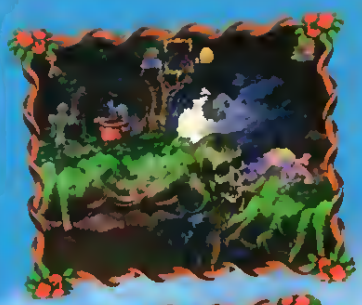
OF PLAYERS - 1

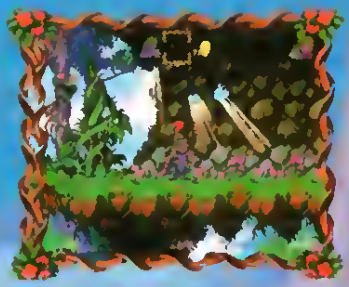
DIFFICULTY - INTERMEDIATE

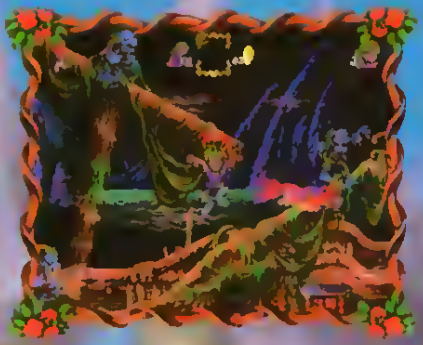
AVAILABLE - 4TH QUARTER



JACQUES
2D BLISS ON THE PS!
LOVE THOSE LEMMINGS!

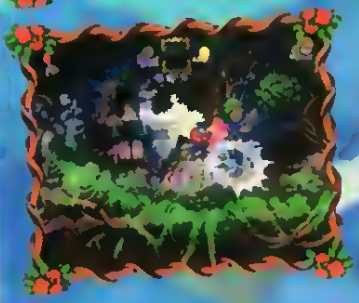


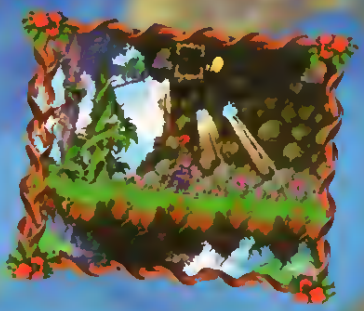






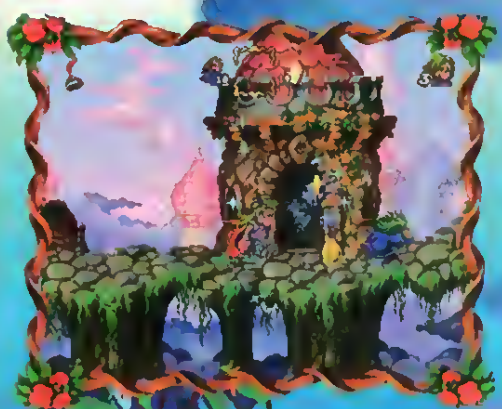
THE ADVENTURES OF SIR LOMAX IN LEMMING LAND

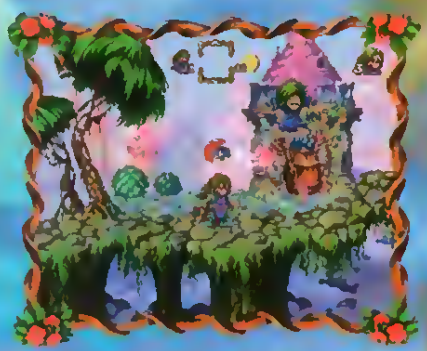




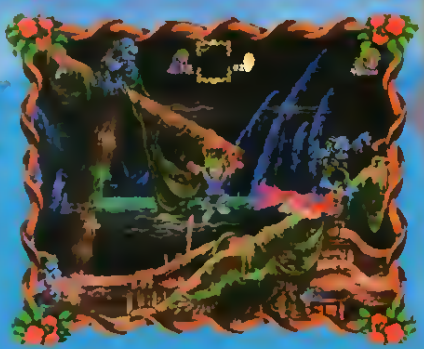
Serious 2D power is coming to your Playstation this fall! Don't be thrown by the title, we've been assured that it is tentative at best (thankfully). While *Sir Lomax* does involve Lemmings as the main characters and plot, it has very little in common with other games in the series. From what I've seen in the preview copy, you're still saving them from themselves. This time, however, the Lemmings are evil little dudes who must be cured of their sinister ways. I'm guessing that some all-powerful villain-type has cursed Lemming Land and caused its inhabitants to become possessed by madness. There are no bosses or true level structures as of yet, so concrete story facts aren't easy to come by

Currently, very few gameplay elements are included, although you can tell the groundwork's in place for some interesting action









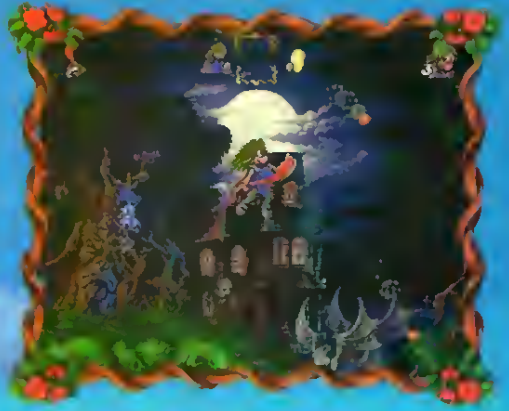




THE LEMMINGS ARE BACK, IN A TWO-AND-A-HALF DIMENSIONAL PLATFORMER!







platforming.

As you can see by the shots, Sir Lomax isn't exactly a walking powerhouse. He can jump and spin vertically as his main form of attack, as well as throw his glowing hat in a boomerang-like fashion to repel enemies. Lomax has six other available attacks, selectable at a sub-screen, giving this seemingly pathetic lamming a bag o' tricks that gets the job done. Three such items have you using his hat to hurl mini-bombs, spit a tongue-like wall-grabber, or helicopter glide a la *Rayman*. The others weren't selectable yet, but the icons suggest that a couple of physical boosts might be cast into play (I'm thinking swimming or climbing) as well as a fireball icon. Of the actions that were performable, all were easy to accomplish and functionally sound.





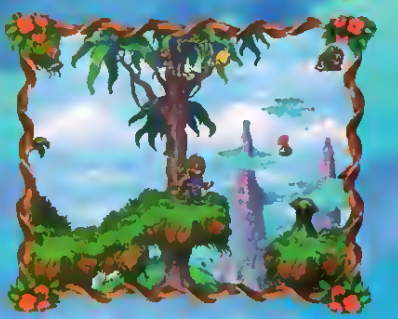
Remember *Flink*? The graphic quality of that visual benchmark is experienced all over again in *Lomax*, brought to us by the same duo of animation-lovin' Norwegians. Countless frames grace Lomax's movements, whether they involve running, climbing ropes, or his stand-still, which has him peering into the distance apprehensively. The hand drawn artwork is excellent, with rich colors that simply flourish across the screen. Parallax is large and impressive, with as many as six layers scrolling by without so much as a hint of choppiness. As you walk into a second platform area, via bridges, Lomax is gently scaled back into the new location. Many doorways and foreground objects line scroll convincingly as you pass them by -- allowing for *Clockwork Knight*-like depth sensation. The music is very good, with mostly happy dance tunes, and the sound effects...well, the preview didn't have any.





I am wrought with bliss whenever I see 2D reach into the 32-bit generation. It is a dying breed that struggles to compete in this new, 3D-based era. As *Sir Lomax* shows, with truly toiled-over artwork, 2D games exude a brand of beauty that mustn't be shunned in favor of newness, but instead appreciated as a separate and unique form of gaming design. I applaud any company who sees fit to risk the creation of fine 2D games, because traditionalist gamers such as I (and many others) will blissfully enter a 2D world as soon as any 3D world out there. *The Adventures of Sir Lomax in Lemming Land* (or whatever they should decide to call it) will surely return to these pages in the near future. JS











INCREDIBLE HULK







BILL BIXBY NEVER HAD IT SO GOOD-





PREVIEW

LAUNCH - E. STORM

PlayStation

DEVELOPER - SILICON DREAMS

PUBLISHER - EIDOS

FORMAT - CD

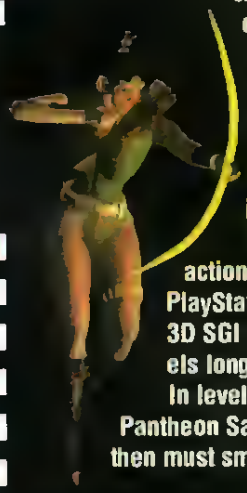
OF PLAYERS - 1

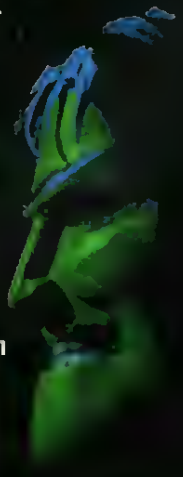
DIFFICULTY - N/A

AVAILABLE - FALL '96

Eidos, the newly formed enfity incorporating Domark, US Gold and Core Design, are on the fhreshold of Marveldom, a place where the dollars are many if the game makes the grade. By choosing Hulk as their license of choice fhey're already halt way home. The big green guy conjures up memories ot Bill Bixby, Lou Ferrigno, a string of greaf comics and, a decent 16-bif game were if nof for the broken controls. This version, the firsf Marvel action game to appear on the PlayStation or Saturn, uses rendered 3D SGI graphics, is over fourteen levels long, and is completely in 3-D. In levels to include fhe infamous Pantheon Saga, Hulk crawls inside ot and then must smash his way ouf of actual comic book fales. Hulk himself is armed with over twenty attack and defense maneuvers pertormed by an assortment of button combinations. Both the PS and Saturn controllers liken themselves to many moves in an action environment, a clear improvement over the old 16-bit controllers. Eidos makes good use of fhe tunctionality ot bofh pads.

Ot course Hulk's Gamma level comes into play, so these moves are limited and thus key in completing each levef, much like fhe 16-bit versions. The Hulk fits nicely info a game environment. The gameplay, though 3-D, seems quite diverse. Insfead ot simply walking about







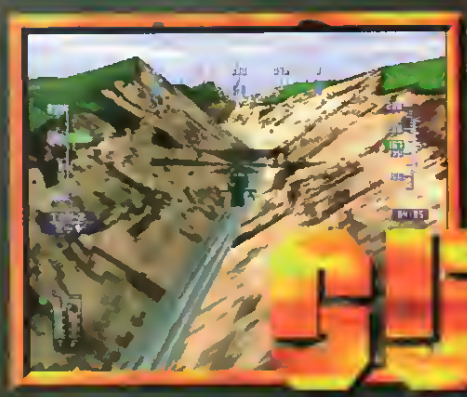




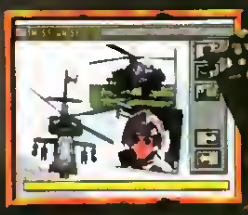




bashing and crunching, the Hulk must perform precision jumps, dodge a host of 3-D obstacles, like shooting lasers and exploding floors, as well as search and destroy among multi-tiered levels. Eidos' 3-D engine moves fluidly in all directions and the Hulk himself is modeled and animated convincingly. The version shown is at best 25% complete and already the game is looking very good. I'll have more on *The Incredible Hulk* as the development progresses.







GUNSHIP









REVIEW

PlayStation

DEVELOPER - MICROPROSE UK

PUBLISHER - MICROPROSE

FORMAT - CD

1 OR PLAYERS - 1

DIFFICULTY - ADVANCED

AVAILABLE - NOW



EVIL LIGHTS
GUNSHIP IS TRULY ONE OF THE DOGS OF WAR.

If I recall correctly, *Gunship*'s appearance on tha PC occurred years ago. It was by Microprose, a devaloper whosa name rings synonymous with some of tha most realistic simulations money can buy. So here it is, 1996, and we've got a PlayStation port in our hands. This much is true: *Gunship* is probably tha most complox, realistic helicopter simulation that's been released yet on a next-generation platform, let alone a game system in general. Now that *that*'s been delivered, though, I think maybe it would be better to stick to tha "game" side of things, at least in this genre.

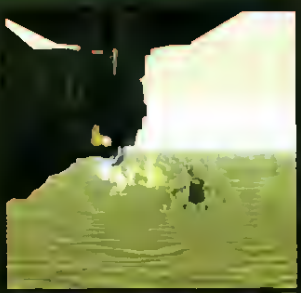
You're in the cockpit of an AH-64A Apache (although you can later control multiple choppars, such as the Blackhawk, Comanche, and Dotender). During the course ot your missions to aradicate the enemy armies, you'll tly within hot spots scattorad about various locations throughout Central Europe and the Persian Gult.

Gunship is not an easy game. It's not a very exciting one, eifher, unless of course 'copter sims are your cup of taa. Even still, this one is a cup ot tea that's been left to cool for a few years too many. The poly-count doesn't exactly soar high, and the ovorall look is something that can only be described as "old-school 3D." The worst thing (by far) though, is the control. Maneuvering is protty stiff (or at least seems so in relation to the choppy surroundings), but the real headache is the decision ot what button, or combination ot buttons, to push at what time. There aro so many menus and commands that it takes numerous button-sequences to accommodate what ossentially would require performing a tap or two on a keyboard.



Gunship is just one of thoso fitles which will appeal to a very narrow audienca, and the majority of its members prefer to fly their simulations on a PC anyway. In a tew words, the ovorall packago just isn't very good; those who neglect to haad my warning may find that the tedious *Gunship* has transformed their PlayStation into something more suitably deomed the PainStation.

EL

























TOKYO HIGHWAY BATTLE

REVIEW

PlayStation

DEVELOPER - BALLET PROOF
PUBLISHER - JALECO
FORMAT - CD
OF PLAYERS - 1-2
DIFFICULTY - INTERMEDIATE
AVAILABLE - NOW



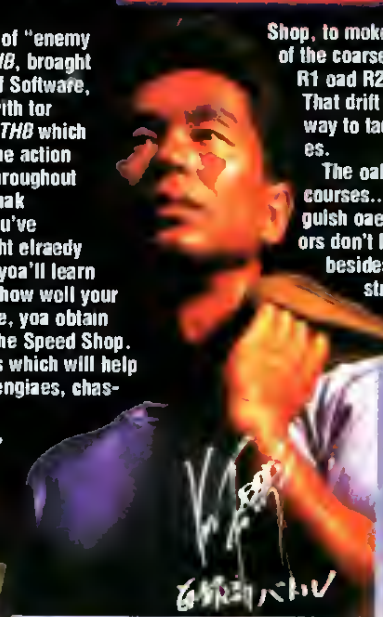
EVIL LIGHTS
NO RIDGE RACER REVOLUTION, BUT NOT BAD...

The first time I heard of *Tokyo Highway Battle*, I thought, "Hmm, high-speed chases through the big city... Probably involving cannons mounted on the hood of my car... Or perhaps *Destruction Derby* meets *Ridge Racer*, and the result: civilian casualties. I think I'll check it out." What it turned out to be was a racing game.

So I'm not plugging slugs into the side of "enemy racers" ala *Crash 'N Burn* – big deal. *THB*, brought to you courtesy of Jaleco and Ballet Proof Software, is still a solid racing title that I had fun with for several hours. There are two aspects of *THB* which house its main appeal. The first: all of the action takes place on actual strips of highway throughout Tokyo. Every course has its trademark push you've got to beat to the finish line. If you've spent some time in these areas, you might already recognize the course layout; if not, well, you'll learn them. The second aspect: depending on how well your performance was at the outcome of a race, you obtain points that can be traded in for items at the Speed Shop. Here there is a massive selection of parts which will help you create your very own speed-demon: engines, chassis, mufflers, aerodynamics, etc.

When you initially choose your vehicle, there are only three cars to pick from. Your selection will keep increasing by three (of higher and higher performance) every time you finish first in all three courses. You'll need those cars, coupled with some purchases at the Speed Shop, to make sure you kick the collective arse of the punks of the courses. Control is pretty basic: Square accelerates, R1 and R2 shift down and up, X brakes, and L2 drifts. That drift function, once you get it down pat, is the only way to tackle some of the killer turns found in the courses.

The only problem *THB* has is the monotony of the courses... there's not many stand-out features that distinguish one from the other, and the bland textures and colors don't help things. The engine has tackled pop-up, but besides that point it still looks like it's been pulled straight out of *Ridge Racer*. If you're really itching for a new racing title, try *THB*; otherwise, make like a Mitsubishi and pass. *EL*





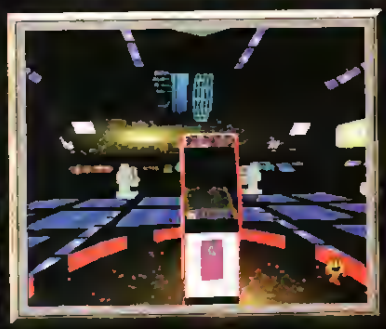




REVIEW

NAMCO MUSEUM

VOLUME 1







PlayStation

- REVOLUTION - NAMCO
- PUBLISHER - NAMCO
- FORMAT - CD
- # OF PLAYERS - 1-2
- DIFFICULTY - INTERMEDIATE
- AVAILABLE - AUGUST



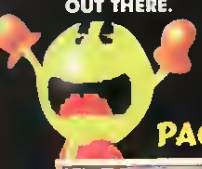
EVIL LIGHTS
THE DISTURBING THING IS THAT NAMCO PRODUCES MORE THAN HALF THE PS GAMES OUT THERE.

A lot of less-than-memorable games have recently been ported to the PlayStation and Saturn, seemingly untouched from their original incarnation (*cough 3DO cough*). It's Boredom City, man... is this what we spent our hard-earned/laundered funds on? Hell, no! One of the reasons was to play Namco arcade ports! Well, has Namco got a surprise for you, an arcade collection straight out of the Gaming Stone Age: *Namco Museum Volume 1*. And you know what? I kind of like it. There, I said it.

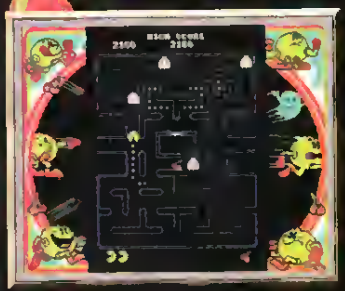
Why am I being so defensive? Because taking a quick look at *NM1* might make some believe that this too is just more crap-on-a-disc. After all, the graphics certainly haven't been updated, and the music just plain blows. But there's something innocent about the games on *NM1*. Their gameplay is a lot different than what we're used to now, but they retain an addictive quality that really does make them timeless. Also, I don't think I'm alone when I say I've become jaded by a lot of the super-hyped titles on the PS and Saturn; *NM1* is a breath of fresh air.

So what's on the collection? *Pac-Man*, *Galaga*, *Pole Position*, *Rally-X*, *New Rally-X*, *Bosconian*, and *Toy Pop*. Some of them you know and love, and others – *Bosconian* and *Toy Pop* – are relatively obscure. The games remain the same, and to the extreme extent. When you choose what title you wish to play, the screen fills with debugging garbage and a centering grid, as if you had just turned on the original arcade machine! You are also able to roam through a 3D museum before you start play, browsing at digitized images of all the memorabilia for each title during the era of its reign in the arcades.

I wish I had a dime for every time someone was going to say, "Namco did *Pac-Man*? But—but—that's *Atari*!" (even though the character has been in their ads for years). *NM1* is a highly recommended title; I'm keeping my fingers crossed that the next three volumes see the light of day here in the States. The trend of nostalgic game compilations is one I could learn to love. *EL*



PAC-MAN



GALAGA



POLE POSITION



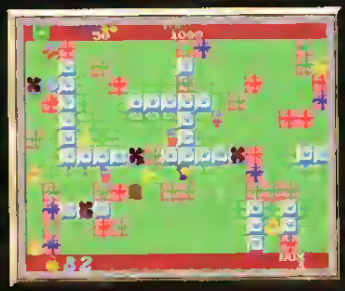
RALLY-X



BOSCONIAN

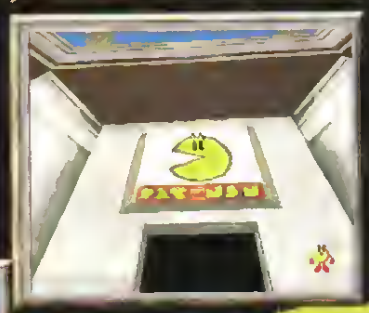


TOY POP



















STRIKE POINT









Wow! Tha return of Amarican Technos! Upon mantion of that name, most people at GF conjure up images of *River City Ransom* or *Volleyball* on tha NES – two classics that should be in any of today's 8-bit collections. While their latast gama is from another world whan compared to tha previously mantionad titles, it taelc good just to know that yet another "old school" company is still with us.

StrikePoint is a "3D vactor-basad, halicopter tilght game" (as the *SP* press sheat statas) that shares traits common to current games of this genre, i.a. *Blackfire*, *Apache*, etc. Thankfully, it isn't a purist, simulator-type tilght game bogged down with statistics and mundane routines. Instaad, it incorporatas a vast amount of arcada shooting into objactive-based missionc that offer plenty of variety. Thara are tan dittarent missions, cat in Europe, North and South Africa, USA, the Arctic, Antarctica, Eurasia, and othars. Extremely specitic goals are required to complete each of thasa stages, be it dastroying tank convoys, rescuing sciantists, or damaging a bridga vital to the enamy ceuse.

Various options, including sound tasts, controi choicas, and a 2-player mode, are at your disposal. Thare are threa vary dittarent choppars to chooce from: an Apache-type, a gunship, and a sleak, streamlinod Stealth. You may even color your 'copter in threa saparate shades, my parsonal favorita being a black Stealth (I'm just *too* originai). Once you've made your decision for hellcopter and micsion, you antar e tully-raalizad, 3D landscape to do battle with impressivaly-armed tanks, aircratt, and powerful surface-to-air missila launchers. Whila tha tighting doesn't occur at a frenzied paca, plenty of enemias till the sky. Ground-basad opponents are ottan in larga groups, or tucked away stratagically, ready to launch a squadron of Scuds in your direction. Using surface-to-eir and air-to-ground missiles, as well as bombs and cannons, you navigata tha hostilo territory with aasy-to-usa throttla and staering controls.

The graphics in *StrikePoint* stay consistantly good throughout all tha mission arees. While thare is pop-up, usually it is caretully hiddan or can be ignored dua to the mountainous construction of many stages. Running at approximately 24 tramas per second, tha scrolling is smooth anough to remain appaaling and conveys the sansa of speod quita attactively. Although tramas are lost, evan the two-playar mode (vertically split scraens) moves pretty well. The toxturad, polygon-built laveis are full of dataii and ere complimanted by sama fairly original dasign (highlighted by tha Arctic levalc). Offan, huga rivarbads will reflect a crystal-clear scrolling image of the sky above. Each staga is introduced with a chort CG cinema showing your cratt praparing tor tha mission, as well as anothar whan you are dastroyad or abort. Whila nothing will blow your mind, it's all weil implemented and pleacing to the eya.

StrikePoint is a very accessibla flight game that should appeal to fans of tha genre. It has planty of missions, high ditticulty, and a roundad combination of strategy and action. As a whole, it is a fun, yat un-spectacular game that might require a few plays to get hooked in. Look deep into *SP*, howavar, and you'll find it's worth spending some time with. *JS*

REVIEW

PlayStation

DEVELOPER - AMER. TECHNOS

PUBLISHER - AMER. TECHNOS

FORMAT - CD

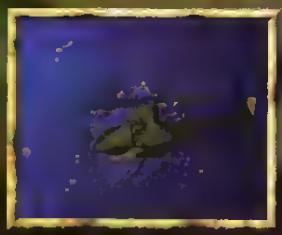
OF PLAYERS - 1

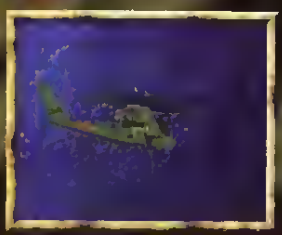
DIFFICULTY - INTERMEDIATE

AVAILABLE - SEPTEMBER



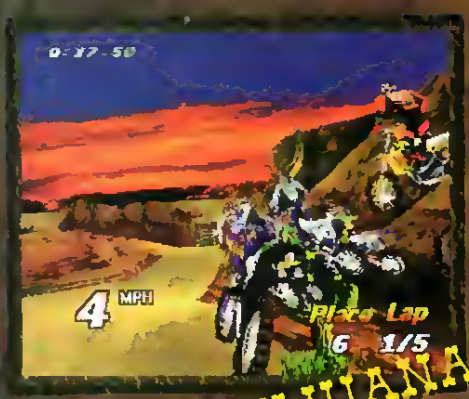
JACQUES
NOT INCREDIBLE... BUT TOTALLY PLAYABLE.











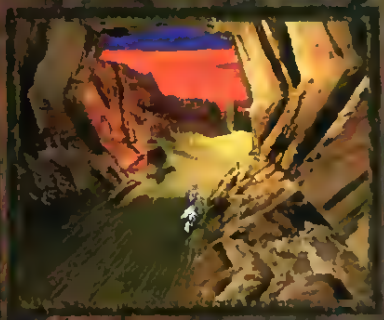


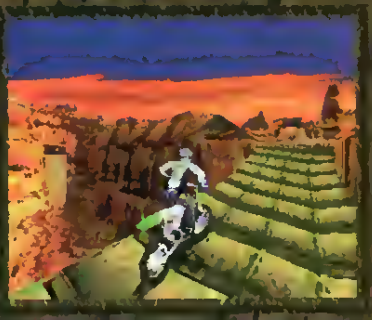


UPDATE

TIJUANA ENDURO







LAYOUT - E STORM

PlayStation

DEVELOPER - STUDIO E

PUBLISHER - PLAYMATES

FORMAT - CD

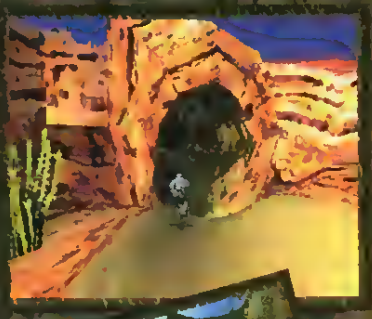
OF PLAYERS - N/A

DIFFICULTY - N/A

AVAILABLE - NOVEMBER









I am so ready for this game...

PIE INC. PLAYMATES INTERACTIVE ENTERTAINMENT

Our latest version of VMX includes some truly awesome new tracks, (the Oahu, Tijuana, and Pacific Northwest Enduros) along with newer versions of New Orleans and San Jose featured in last month's preview. The control has yet to be finalized, but otherwise VMX is looking and sounding great. Playmates assures us that the game will easily make its November launch for both the PlayStation and Saturn. We're already working on obtaining a Saturn version for a Preview in the September issue.

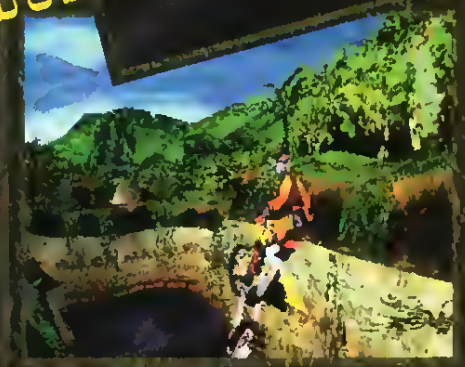
VMX RACING



OAHU ENDURO








OAHU CONT'D.
PACIFIC NORTHWEST
SAN JOSE
NATIONAL
27 MPH
Place Lap
1 1/5
47 MPH
Place Lap
1/5
NEW ORLEANS
SUPERCROSS
0 MPH
Place Lap
6 2/5
Leader
19 MPH
5 2/5
SHOEI
0 MPH
FINISH
Fijianita
HAMPICK
SCOTT
T
U
R
E









START WITH THIS ONE – MAYBE ONE DAY YOU'LL GET TO DRIVE THE WHITE ANGEL!

REVIEW

PlayStation

DEVELOPER - NAMCO

PUBLISHER - NAMCO

FORMAT - CD

OF PLAYERS - 1-2 W/LINK

DIFFICULTY - INTERMEDIATE

AVAILABLE - SEPTEMBER

Ridge Racer has officially etched itself into the record books with incredible arcade support and great home sales. As the Saturn and PlayStation were released, the arcade-to-home battle became one of technical victory (frame rates, polygons, etc.) which *Ridge Racer* won hands down due to one of the fastest and most accurate home translations ever.

Ridge Racer Revolution, the home sequel to *Ridge Racer*, is finally making its way to these shores. It's well known that many people purchased the import version of *RRR*, but since most gamers wait for the US release of games, its appearance on local store shelves is great news. *RRR* is definitely not new to these pages, and considering the American version basically required no alterations, I'll briefly summarize this cool racer for all the future players.

This time around, there are over a dozen possible cars available, as well as six different tracks (when fully mirrored and flipped, twelve tracks can be played). All the cars have different performance characteristics, so you should easily be able to find a set of wheels that suits your style. The tracks are rated as novice, advanced, and expert, and they are gifted with excellent design that allows for rookies (and skilled players alike) to grow and adept. You may enter full race, time trial, and free play. The control is vintage *Ridge* – you either learn how to drift, or you become a pro with the gears and brakes and hope to hang on. While not an absolute necessity, drifting is tremendously fun when you work it into corners that would normally make you jam the brakes or become part of the scenery. The controls, like most racers, involve simple gas, brakes, shifting, and a view selector (in car and out).

RRR employs an updated graphics engine that runs a lot more on-screen imagery at once than its predecessor. Everything is still moving at 30 fps which is fine, but there's just so much more to see. Awesome mountains,













JACQUES
"HAW-HAW!
YOU'RE TOO SLOW!"

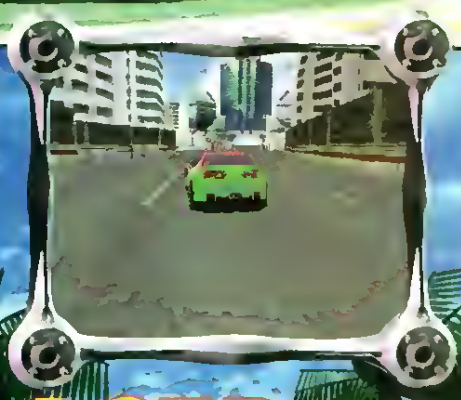












RIDGE RACER REVOLUTION

buildings of all kinds, and palm trees, whiz by trackside while you race. There's pop-up, but as in the general rule today (it seems), corners and hills are cleverly used to mask much of its presence. The cars themselves are well constructed and have great colors and textured decals of popular Namco characters and games all over them. The attract scenes (car and track selection) are big and simple, but thankfully smooth and effective.

This game deserves special mention for its soundtrack. Remember those bass-pounding bombshell techno tracks from the original? Well, they've been remixed to join the many other brand new hard-edge tracks on the CD. I'm talkin' HARD techno that pumps frantic racing blood through your system as you play, and the kind of good stuff you listen to when you're (shame on you!) not playing games. The hyper-enthusiastic commentator is back, but he's really easy to handle when the power-tunes just drown him out.

There you have it. *Ridge Racer Revolution* is extremely easy to pick up, totally playable when you get into it, and a blast when the tracks start to get truly challenging. There's nothing negative to be said, because it just does what it's supposed to, and does it very well.

JS









SPACE HULK

Vengeance of the Blood Angels

REVIEW

PlayStation

PUBLISHER - EA

DEVELOPER - EA

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - INTERMEDIATE

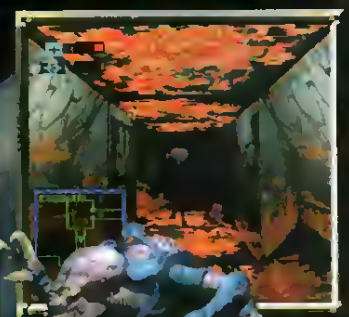
AVAILABLE - NOW



EVIL LIGHTS

WHY SPACE HULK WHEN WE COULD HAVE A 32-BIT BARD'S TALE?





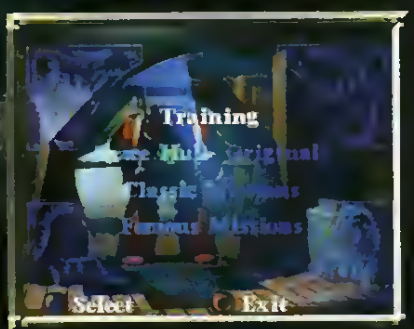
Yet aeother EA port from the 300 oeto a next-gen platform: This time eround, it's *Space Hulk*. Hold oe for e second: Is it not e little less than comlorting thet EA's eetire 32-bit productioe is now consistieg of ports of old 3DO titles? I certainly hope that EA ise't completoly bereff of ideas for e new original products. But judging from the looks of things... well, let's just say that when titles like *Road Rash* and *Space Hulk* show up ie forms nearly ideeticel to their 300 predecessors, there are definitely some problems.

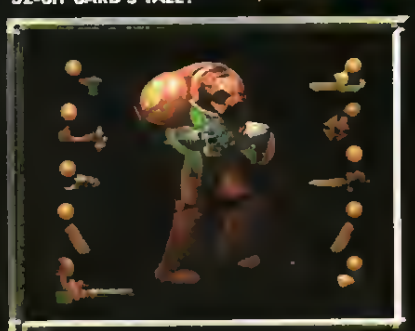
Space Hulk is based oe an old Games Workshop boerd geme. The story takes plece in the 41st millennium (yes, you read that correctly), and involves a team of elite mariees traipsing through rusty interstellar frigates keowe as "space hulks" adriff in spaco. They carry the lollowieg order of busieess: to wipe out Geeestealer iefestation on those ships. The Gonestealers are a breed of wicked aliens who, surprise, plaet their eggs in humans. (*Aliens*, anyone?)



Gameplay is the same es the 300. Choose from Traieieg or Campaige mode, thee positlon team mombers le different parts of each hulk, giving them orders to fulfill; move through the corridors *Doom*-style whilo kIIIieg off Genestealers; complete the mission objective. So whet ere the differences? Since the very lirst versioe ol *Space Hulk* eppeared on the PC, let me use a computer term to describe how it looks at times whee compered to other PlayStation titles: EGA graphics. The corridors ere dark, pixely halls of death; you move through them so slowly that the trame rate seems worse than it actuelly is. The cool heartbeat sound ie the 3DO geme that iecreased le tempo whenever enemies drew near is gone ie this versioe. You're stuck only with the sound of a bizarre voice thet barks terribly disjointod commaeds et you through your headset. *EL*







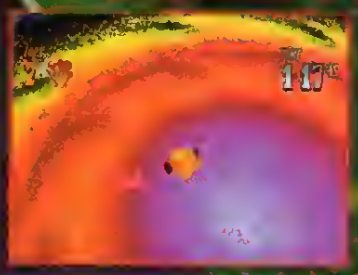
GEAR UP YOUR TERMINATOR UNITS AND WIPE OUT THE GENESTEALERS! YOU CAN GIVE EACH UNIT A SERIES OF COMMANDS, SUCH AS SECURING PREMISES, OPENING DOORS, AND EVEN FLAMING OUT A ROOM!





PLAYSTATION PREVIEWS



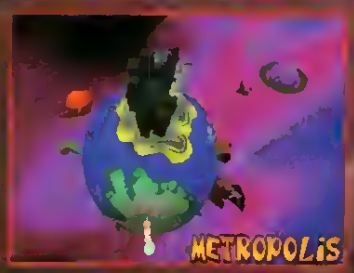




Super Sonic Racers

Mindscape's *Super Sonic Racers* features 100% polygonal tracks, 6 modes of play and a *Wacky Racers*-like cartoon scenario. We'll have more *SSR* next month.

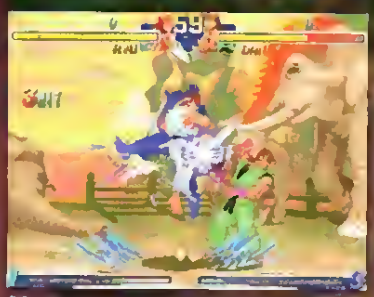












Not much needs to be said here. It's *Alpha/Zero 2*, it's arcade perfect and it'll run you a mere sixty bucks, quid, yen, or whatever. Everyone will buy one. We set our watches by this game at GF. We'll have lots more *SFZ2* in October.













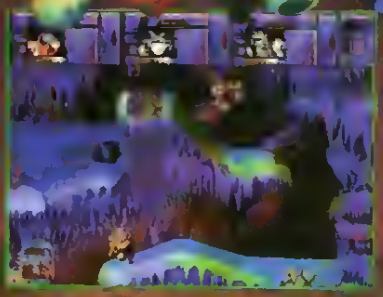


STREET FIGHTER ZERO 2







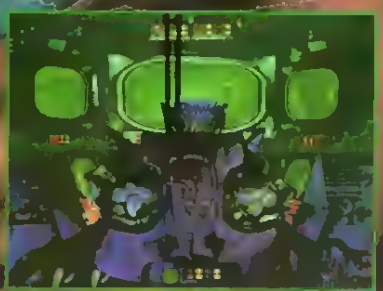






Lost Vikings

One of, if not the best puzzle/action game ever devised is getting the full PlayStation treatment by the "by gamers, for gamers" folks at Interplay "or don't play at all." We are feverishly attempting to secure a preview disc for October. 2D PS games are a rare commodity.



GAMEFAN SPORTS


Chip


Jacques Strap

CHIP CHAT

Though inundated with Olympic games from every orifice of the industry I think it's time once again to visit the wonderful world of tennis... namely Wimbledon. The upper crusty's lawn and garden show hit an all time low this year in my opinion. No Agassi/Sampras final, an injured Becker, and worst of all no Graf/Seles super chick duel. In fact, were it not for Steffi's shapely legs I may have skipped the whole affair. To bad that nose still blocks out the sun.

With Wimbledon in such disarray I began looking to the Tyson fight for my June Entertainment. After all, there's nothing quite like watching Mike shatter an opponent. After stocking the fridge with refreshments and the cupboards with crunchy snacks, in came news of the Tyson Virus... VIRUS!!? Now? How could this be? Were his hands sick?

With resorting to watching baseball out of the question I had only one choice.

So I whipped out all those Olympic games, fired up the game systems and woofed down every chip and cracker. Later, I hurled and went to bed. At least I still have the Tyson fight ahead of me, and a whole lotta great 32-bit sports titles...

VIEWPOINT

"Chip"

What was touted as the "soccer game to beat all soccer games" indeed exudes pure Euro force but it falls just short of Sega's Victory Goal '96. Three divisions just don't cut it in an international sport. The gameplay sparkles, and the overall presentation is second only to Sega's. But it's still second.

G	C	P	M	O	
8	8	8	8	7	88



ADIDAS POWER SOCCER
PLAYSTATION
PSYGNOSIS

"Jacques Strap"

O.K., so I'm not blown out of the water here, but *APS* is still a fun game. The player animation is fantastic, with cool injuries and celebrations to watch. I really liked the emphasis placed on play-mechanics, and the many player moves work really well. Too bad the three Euro divisions are the only ones available, but at least there's mucho teams to play. *APS* is very polished (even despite the UGLY stadium), and ends up being enjoyable because the play system is solid and user friendly.

G	C	P	M	O	
8	8	8	7	7	81

Wow! From out of nowhere Sega deals a superb Olympic challenge, the only game in its class that can hold its own against Konami's *Track & Field*. I actually like Sega's game a little better, and that's saying a whole lot. *DecAthlete's* texture mapped poly's match the splendor of *VF2's* and the animation is second to none. Cool butt cheeks, too!

G	C	P	M	O	
9	8	8	7	7	90



DECATHLETE
SATURN
SEGA

This is some serious power! This 100% Japanese made boxing game with the same operating system as *VF2* title boasts with such quality visuals, you'll be left slipping in your own pool of drool. Putting characters in a sports title is a crazy cool idea that keeps you connected with them as you play. The actual play is of the "tap like nuts" button variety, which is fine by me. I like every character, and love their goofed-up win/lose possess. Karl's voice is so bad, it's beautiful. It only to enjoy the all-time best looking Olympics game ever, check this bernie' game out!

G	C	P	M	O	
10	8	8	7	8	88

GameFan Sports Previews



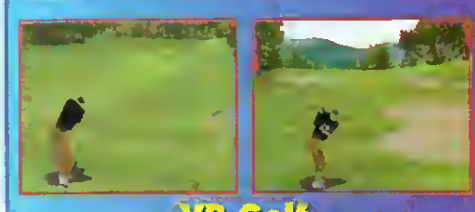
Mario Andretti Racing

Just watching *Mario Andretti Racing* makes me hungry for a big juicy wholesome Mc... hamburger. Oh how I wish our version was playable. *MAR* looks burning hot. Find out if it is next month.



Grand Slam '96

Another baseball title joins the fray! Here's a sneak peak at Virgin's *GS96*, a title under development that we should be covering very soon.



VR Golf

What could easily turn out to be one of the year's best golf games, Interplay's *VR Golf* is looking like the second triumph in the new VR series. *VRG* features a true simulation while maintaining arcade-quality gameplay and visuals. The commentary is straight from TV... I hope you can turn it off...



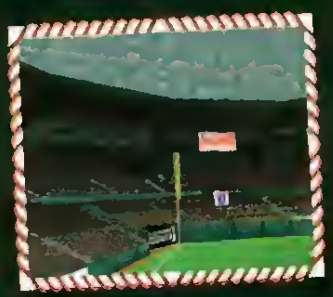














Crystal Dynamics will soon be leaping into the 32-bit baseball fray with their much-touted (and much delayed) *3D Baseball*. Using their proprietary 3D engine, "Real Motion Control," CD is entering a field where the big shots of Sega and Sony, and the experience of Electronic Arts, rule the day.

The preview copy was close to completion with options and a full CG intro. By the way,the intro has some cool highlights, but suffers from low grade FMV. The "Real Motion Control" technology is hopefully running smoother on the PS version 'cause it can't even touch *World Series* – a game whose engine is almost two years old. An upgrade before release would do wonders for selling the RMC system as something viable in the genre.

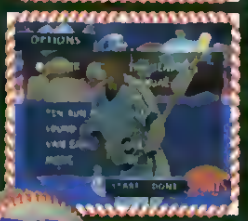
The full '96 rosters are included (with the MLBPA license) and all players have digitized portraits and full stats. There are no real teams (which is never a big loss when you have real players) and no real-life stadiums of the four given. Plenty of standards are in *3DB*: fielding options, pitcher/batter relief, roster swapping, replays (with 13 viewpoints), and managerial options. The poly players look great at the plate and on the mound, and are textured with nice detail. The commentary is superbly acted; Van Earl *r-r-r-rolls* his 'R's ("Rrrreggie Sanders!") and has great over-all expression that gives the action an excellent accompaniment.

So far, Crystal Dynamics' 3D *Baseball* has serious competition in Sega's *WS* and EA's *Triple Play '97*, but I wouldn't count them out. I'll wait for a final and give you the full details in next month's GF Sports.

JS









3D BASEBALL

GAMEFAN SPORTS

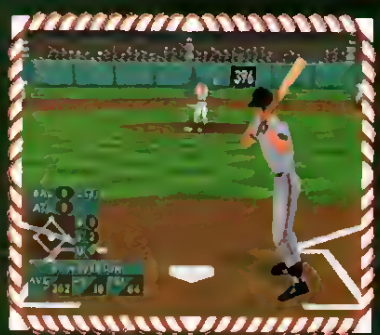
PREVIEW

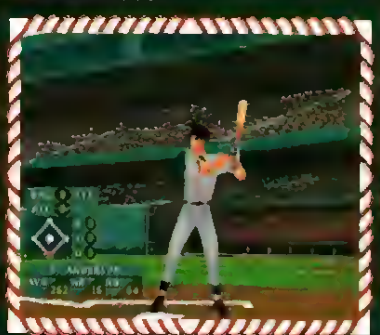
SEGA SATURN

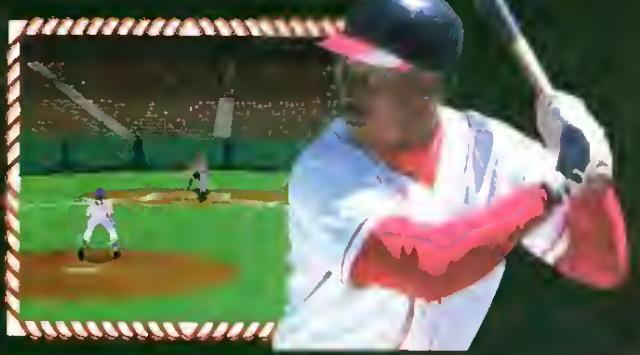


JACQUES STRAP

13 DIFFERENT BATTER CAMERA ANGLES?!









PREVIEW

NINTENDO 64

DEVELOPER - ATARI GAMES

PUBLISHER - WILLIAMS

FORMAT - 64-MEG CART

OF PLAYERS - 1-4

DIFFICULTY - INTERMEDIATE

AVAILABLE - OCTOBER



JACQUES STRAP
64-BIT SPORTS ARE GONNA ROCK!













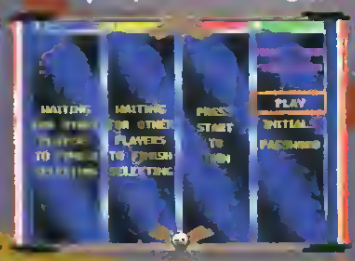
The Nintendo 64 is still montha away from its American releaae and already I find myself previewing a sporta title – and it's hockey! Sure, it's off-season right now, but *Wayne Gretzky's 3D Hockey* is headed for a perfectly timely completion date (smack in the middle of a glorious new year of hockey). I'm a big-time fan of tha sport, so seeing it represented on the N64, in any form, is great news.

Our test version was about 75% dona, and already I can safely say Williams has got a potantial hit on their handa. *WGH* uses the NHLPA licensa, ao tha three top players from every team, each with their own ultra-clear digitized portrait, are on board and ready to go. Every player ia rated in four araas of skill: speed, strength, shooting, and defanae. Thanka to the license, these stats accurately reflect the real-life player and hia abilities. Realism, however, sort of takes a back seat – *WGH* ia 100% arcade playing. It ia constructed much in the same vein as *Hit the Ice*, or more recently, *Open Ice* (3 on 3 teama battling it out with quick scores and tough hits).

WGH becomes an instant four playar contest thanks to the 64's quad controller ports. This really makes me look forward to all the upcoming games in the genre because of how easily accessibla the multi-player feature ia (now that there is no need to go out and buy an adapter). Interestingly, the analog

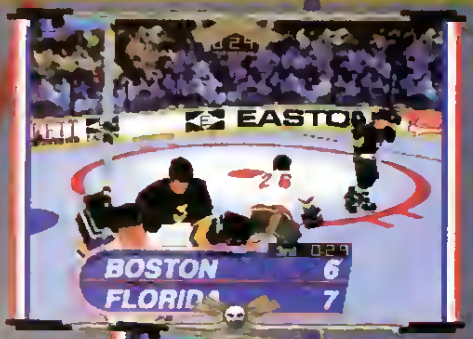


















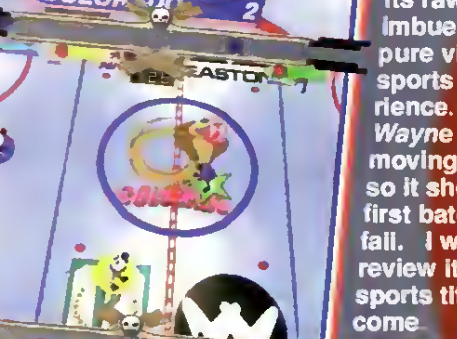




















stick works really well and helps put to rest any concerns about its use in sports games. Selecting the six camera angles happens seamlessly and on the fly with very little interruption to the continuity of play.

Right now the game is running at an extremely healthy 30 fps. The pisyers have silky-smooth animation and the screen movement (sweeps, pans, etc.) is slick and quick. The colors are rich, with incredible detail splayed across the arena and on the boards. The rink itself has a purposely blurred look with bright swirls of white and blue that are blindingly clear. The Nintendo 64 continues to surprise everyone with the sheer quality of the video images it can display. Lighting effects are used after goals as the siren light whirls around casting wickedly realistic red beams. The sound effects are great, with loud, clear samples of the crowd and rink noises. The music, on the other hand, sounds like it could be in a SNES game – it's just not good.

Now I'm really anxious to see the other sports titles lined-up for the N64. Its raw power enables programmers to imbue a game with such realism and pure visual superiority that sports become a gaming experience. The development of *Wayne Gretzky's 3D Hockey* is moving along at a brisk pace so it should be ready to join the first batch of games early this fall. I will happily be back to review it, and all other 64-bit sports titles, in the months to come. *JS*





adidas® power soccer

REVIEW

PlayStation

DEVELOPER · FDI

PUBLISHER · PSYGNOSIS

FORMAT · CD

OF PLAYERS · 1-4

DIFFICULTY · INTERMEDIATE

AVAILABLE · FALL



JACQUES STRAP
A GOOD KICK IN THE PANTS!











Greetings, sport lovers! This being my inaugural review, I welcome all to my sweat little corner of GameFan where the high-strung PCM pitch of crowd noise and heated debates over hits and scores become the sole criterions of gaming survival. PlayStation owners, this baby's for you. Using the Adidas license, Psygnosis has once again stretched their developmental wizardry, this time to create a soccer simulation they hope can survive among the ever-growing influx of sports titles being introduced to the 32-bit (and 64) generation. The French-based company, FDI ("the froggies did it!"), who were employed to program *Adidas Power Soccer*, have created a product that excels in its highs and withers within its lows.

Last issue GameFan reviewed US Gold's *Olympic Soccer* and, although at the time we considered it to be a competent sim, typical to this industry, sometimes it only takes a month for a good game to become old (and at times, bad) news. Even as *APS* was dropped into my outstretched hands for review purposes, I prayed that perhaps the time had come for PS soccer fans to be blessed with a hot deal that Saturn owners (who have the beauty of Victory *Goal 96*) could look upon with jealous eyes. Topping *VG96* won't happen anytime soon, but *APS* is a quality game in its own right. Leading you into the game is some impressive CG of the typical dudes playing soccer (no, Jacques, they're playing golf, duh!). This CG, as well as all CG in *APS*, has an extremely human quality to the movement and is high quality to boot. Pre-game options abound: timer, game input, off/on sides, weather, sound (fx, crowd, tunes, and commentary), as well as a ref mood selector (ranging from medium and unkind to severe, random or blind). Sadly there are only three countries to choose from, although every team from each of their divisions is included. In effect, even though we're talkin' the French, British, and German leagues only, each has between 14 and 28 teams. Despite the fact that you can't play for world teams, there's ample varieties to these teams to stay busy. Friendly match, tournament, or season modes are at your disposal, with a choice of Simulation or Arcade play (Arcade's a free ride and Sim allows for player performance and injuries).

I always enter to cite the graphical and gameplay elements in different locations from one another, but with *APS* I feel compelled to combine the two. You see, the animation of the players is nothing short of brilliant, with every textured polygon motoring up the field at 30 fps or more. The motion captured movement flows clean and realistic, paralleling true-life realism. Special touches are generously applied to many, many of these motions, i.e., after solid tackles, players, rolling in pain and clutching their wound, will struggle to their feet and limp away. My point being this: The players look like they've been deliv-















Artwork ©1996 Psygnosis.







ered a painful blow and the effort put into conveying such pain on screen is admirable. Post-scoring celebrations are also very cool with incredible smoothness implemented into cartwheels and dances. As for the connection between the graphics and gameplay, well, sometimes the insane animation becomes a hindrance when attempting certain motions due to the fluidity of movement. It's really a moot point (it doesn't especially interrupt the whole experience, it merely forces you to play harder), but we sport fans need to know ALL the details.

The player moves themselves are nice and varied – you can sneak handballs, yank on T-shirts from behind, push, tackle, leap over attempted steals, and shoot with the usual ammo-load of flicks, headers, bicycle and banana kicks. You're even at liberty to get creative (and cocky!) with some nifty







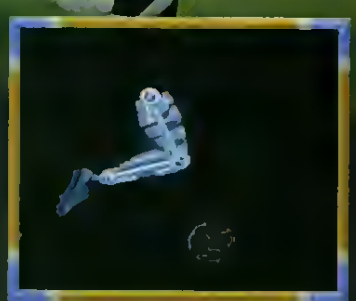


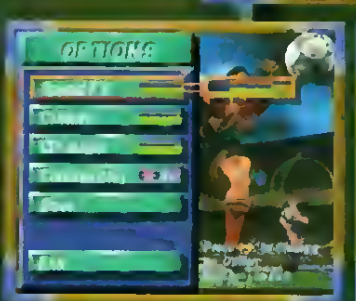
backwards heel passes. There's actually a CG clip demonstrating each of these moves in motion as you peruse the control screen, also showing the corresponding button presses. Good stuff.

Beyond all the player highlights, the single stadium is ragged looking and void of detail. With a beyond-glitched playfield (complete with Houdini-like line markers that disappear mysteriously), a tapestry of washed-out madness for a crowd texture-map, dull and featureless stonework for walls, and a busted bitmap color-splash for a sky, this game is NOT carried by the strength of its backgrounds. Nor will it be remembered for it's music, despite the intro's catchy techno tune. The sound effects are extremely cool, however, with some wicked crowd chants and wails of approval during fine plays. On-field sound is sparse, although if you've left the commentator on he will interject with quippy British observations every now and then (thankfully not chewing your ear out). You'll hear such welcome brilliance (psych!) as, "It's decisions like that that make a very good case for the use of a third eye." Huh? Not exactly what I'd expect to hear at an intense soccer game!



In the end, *Adidas Power Soccer* claims the temporary PS soccer crown, by virtue of its character and gameplay. The engine running the players is the game's most obvious showcase, and the play is also well-conceived. Unfortunately, the pretty pictures are limited to the players and CG scenes while the stadiums are graphical duds. There is definite fun to be had here (especially multi-tapped), but if you own a Saturn, save your cash for *V-Goal '96*, the real second-generation soccer game of choice. *JS*

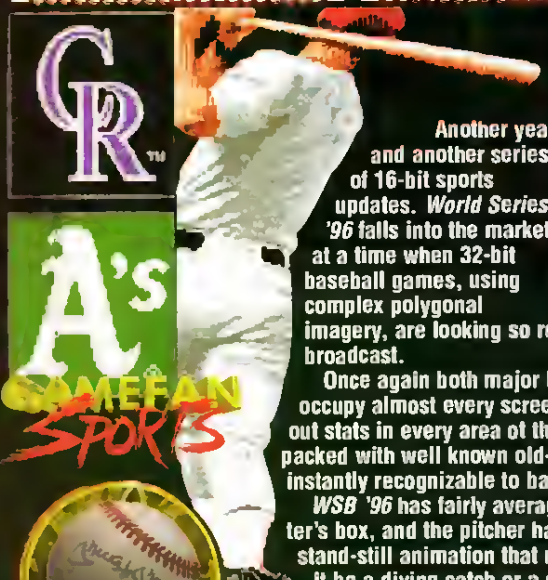












World Series BASEBALL '96

Another year, and another series of 16-bit sports updates. *World Series '96* falls into the market at a time when 32-bit baseball games, using complex polygonal imagery, are looking so realistic that playing them is comparable to watching a TV broadcast.

Once again both major league licenses are on board and a plethora of options occupy almost every screen. Play Exhibition, League, Playoffs, Batting Practice, and Home run Derby, or check out stats in every area of the game; all classic *WSB* perks. Rosters are complete and even the Legends roster is packed with well known old-timers like Ruth and Clemente. Every stadium is included with details that make them instantly recognizable to baseball fans.

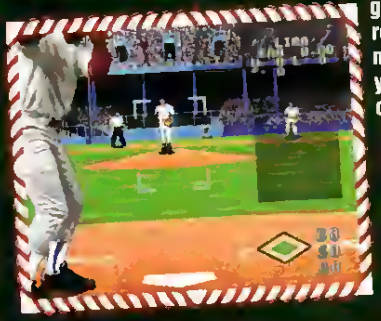
WSB '96 has fairly average graphics by Genesis standards. The large characters animate very nicely in the batter's box, and the pitcher has slow, fluid motions. The other players are kind of framey but have cool little bits of stand-still animation that make-up for it. They all control well and basically do what they're supposed to – whether it be a diving catch or a slide into second. Once again we are treated to some 'Sports-Talk' commentary which is, and always has been, bad news in a Genesis game. Fortunately, this voice only announces players and does not ramble its pubescent play-by-play very often. The music is a typical 16-bit collection of droning baseball tunes.

World Series Baseball '96 is still one of the most complete baseball packages available, with every option and addition anyone could need. Trouble is, in this age, that only leaves you with an average game because the synergy between realism of graphics and realism of gameplay has reached new levels that actually matter. If you're a baseball fan and a Genesis owner who's not making the move to 32-bit, Sega has once again developed a solid game that should keep you playing.

js







Hard to believe these are Genesis graphics!!





REVIEW

GENESIS

DEVELOPER - BLUE SKY

PUBLISHER - SEGA

FORMAT - 24 MEG CART

OF PLAYERS - 1-2

DIFFICULTY - ADJUSTABLE

AVAILABLE - JULY

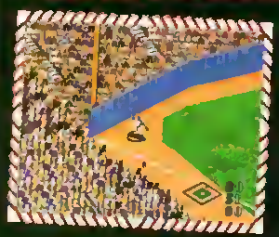


JACQUES STRAP

THE END OF 16-BIT SPORTS DRAWS NEAR.















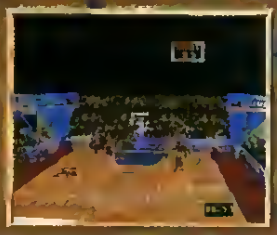

DREAM TEAM













Eidos, formerly known as US Gold, is just rolling out these Olympic-licensed games! *Olympic Soccer* and *Olympic Summer Games* did very little to impress, which left me wondering about this, the latest Summer Games spin-off title.

I must clear this right away: Our preview copy of *Dream Team Basketball* is 70% complete. This final 30% must become a miraculous upgrade to the current game. I usually refrain from comments of this nature when it comes to preliminary versions of games, but *DTB* needs to take large steps before its release.

Currently, *DTB*, programmed by Anvil, has every option that will be in the final copy. All the Dream Team members are, of course, included on Team USA. Every international team is also included, with unexpected countries like Saudi Arabia and Venezuela. There are Exhibition and Tournament modes, a choice of two venues (the Georgia Dome and Morehouse), and multiplayer game modes. The many options are a fine addition.

With regard to graphics, I cannot believe how awful the movement in DTB is! I am wholeheartedly praying that the final 30% is applied to optimizing the game speed and play. As of now, this turtle crawls along at 15 frames per second – tops. The animation on the players is choppy and the amount of pixelization is scary, not to mention the jerky screen motion. The only nice portion of any visuals in *DTB* is the reflections of the players on the arena floor.

All of this severely hampers the play because it's difficult to concentrate when everything around you is framey and slowing down. The players have sky hooks, 2-hand jams, and reverse slams, but they look so bad I really didn't care.

O.K., you can see I've been hard on *Dream Team Basketball*, but I am obliged to tell you the truth. Don't get me wrong, I like US Gold a *lot*. I want them to complete *Dream Team Basketball* and let us have a blazing fast, smooth and exciting basketball game. I'm going to be right here with a review when the final is in. Come on guys, this is the PlayStation, so let's see those 32-bits crankin' out some sports power! *JS*

GAMEFAN SPORTS

PREVIEW

PlayStation

DEVELOPER - ANVIL

PUBLISHER - EIDOS

FORMAT - CD

OF PLAYERS - 1-2

DIFFICULTY - ADJUSTABLE

AVAILABLE - FALL







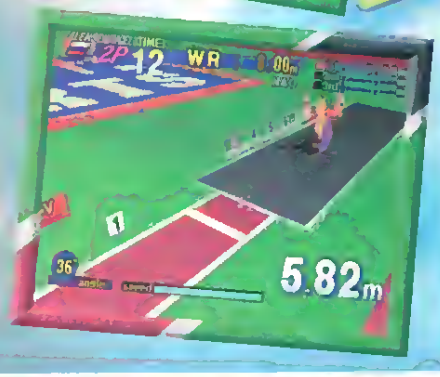


JACQUES STRAP
NOT QUITE A DREAM JUST YET

SEGA SPORTS DecAthlete











REVIEW

SEGA SATURN

DEVELOPER - SEGA

PUBLISHER - SEGA

FORMAT - CD

OF PLAYERS - 1-2

DIFFICULTY - INTERMEDIATE

AVAILABLE - SEPTEMBER

The Olympics really bring out the sports titles (making life as a sports editor a JOY), and now we have Sega's entry into the genre. *DecAthlete* is completely unlicensed, much like Konami's *International Track & Field*, and proves once again that big games don't need big names.

We're dealing with ten events (hmm... *That*'s a surprise!) stretched-out over two days. You may participate in the 100, 400, and 1500 meters, the Javelin throw, Shot Put, Long and High Jump, Hurdles, Pole Vault, and Discus. Every event plays perfectly, with one or two players, and uses the tried and true speed button and action button to command the athletes. The events are introduced with a short instruction screen which demonstrates, step for step, how to initiate the moves required to complete the event. The Decathion mode occurs over two days, the Arcade mode allows you to continue after disqualification (and choose your event), and Practice mode is a free-for-all where you can tune up your skills.

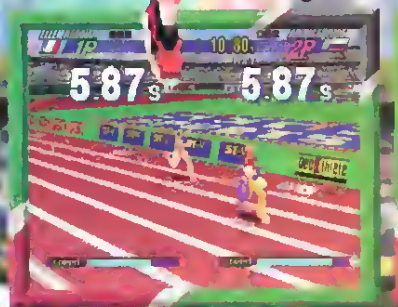
Picture *VF2* in a sports game. That, my sports-lovin' friends, is exactly what you get in *DecAthlete*: drop-dead gorgeous, just plain incredible graphics, operating in high-res mode, at 60 frames per second. It's a cinch to see why we were so impressed. ("That's a *Saturn* game?") The characters *are* characters, not merely faceless duds, with so much attention to detail that you actually remember them as individuals. They all have various poses as well as voice samples which range from cool, to hilarious (the German dude sounds sooo bad...and I love it!).

There's a good possibility that *DecAthlete* will be out as you read this, and if it is, do yourself a major favor and check it out. One final note: *DecAthlete* is NOT a simulation – it's more of an arcade game (with arcade play), so expect it to be great looking, fun to play, and a breeze to get into. *JS*

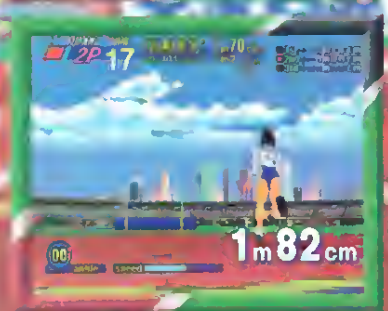


JACQUES STRAP
SHE'S A BEAUTY













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AVKGF

LUNAR
SILVER STAR STORY

PREVIEW

LAYOUT - E. STORM

SEGA SATURN

DEVLPR. - KADOKAWA SHOTEN

PUBLISHER - GAMEARTS

FORMAT - CD

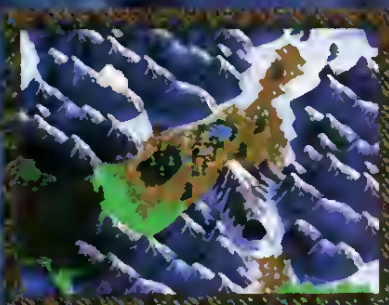
OF PLAYERS - 1

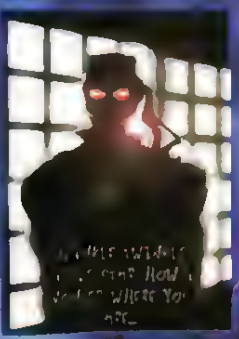
DIFFICULTY - N/A

AVAILABLE - AUGUST









January... February... July... August... Late August... Even later in August... ARRRGGGHHHHH!!! I can't take it anymore! Where's my Lunar? Well, it may be delayed (AGAIN), but if the whole game's gonna be as beautiful as this tiny morsel of the Saturn Lunar we received, I'll be willing to wait as long as GameArts is gonna make me.

At least you can tell where programming house Kadokawa Shoten has been spending their time. Everything in *Lunar - The Silver Star* has been redone, save for the basic gameplay storyline elements. The animation is a thousandfold better and there's nearly 10 times as much of it (40 minutes in total!), the music is all rearranged or totally new, and all of it is brilliant, even if it is "just" PCM. The graphics are colorful and hi-res, and just about every scene in the game has a new layer of parallax. The towns and dungeons (well, the one of each we've seen so far) even have new maps.

The only big surprise apparent in this version (outside of the amazing new soundtrack) is the ability to see your enemies before they attack. You can try dodging them if you want, or even use them to solve little puzzles (for example, you can lure enemies into breaking a little shortcut for you in the first dungeon). Other than that, it's the same old Lunar you know and love, just about twenty times slicker than the SegaCD original.

The current release date for Lunar is "late August," but as it's already July and no specific date has been announced, I'm a bit worried. But as long as it takes, at least I can rest easy with the knowledge that the time's being well spent. Lunar looks to be not only the Saturn's first major RPG epic, but also a much-needed exemplar of what a 16 to 32-bit upgrade should entail. *T*









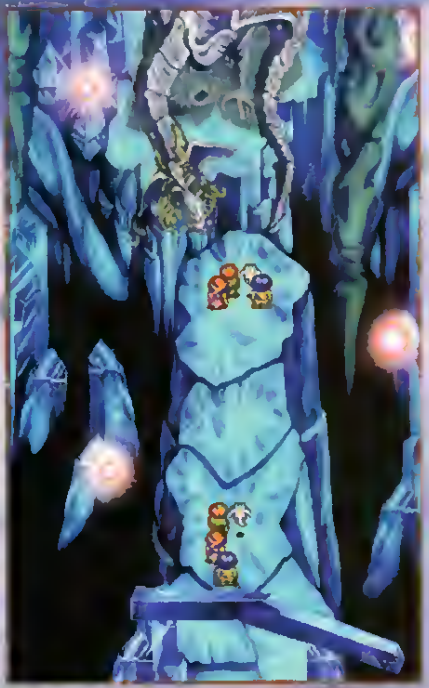














ラングリッサー LANGRISSER III

PREVIEW

LAYOUT - TAKUHI

SEGA SATURN

DEVELOPER - MASAYA

PUBLISHER - MASAYA

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - N/A

AVAILABLE - AUGUST



TAKUHI

I've been waiting a long time for this one: the first original 32-bit, CD *Langrisser* game (more on the series in the PC-FX *Der Langrisser* review, page 108), full of amazingly drawn Satoshi Urushibara characters, deep strategy, gorgeous overworld maps, and an original Two-Five CD soundtrack. Or so I assumed. While I got two out of the four, I can't help being disappointed by the early *Langrisser III* demo we received.

The Urushibara art? It's easily his best work yet... tons of characters, and they're not just basic *Langrisser 1* characters with different hair styles and costumes, like the "new" characters were in part II. And the maps... Well, I think you can form your own opinion about *that*. I couldn't possibly expect more in thet department.

So fer, the music's pretty bad. I can only prey that it's placeholder music, but I don't think that's too likely. Still, I could easily forgive *Langrisser III* if that was its only sin, but unfortunetely, it gets far worse. Instead of traditional side-view fights, Maseya whipped together this hideous 3D engine, in which the battles have become a confused, pixely mess. Your two armies just run up to eech other and then engage in a *G.I. Joe*-style firefight (You must remember the *G.I. Joe* cartoon... No matter what weapon the characters hed, be it handgun, bazooka, or flame-thrower, they all shot blue or red lasers. Thet's not exactly what I had in mind for my favorite fantasy-based strategy series). Even worse, the basic game mechanics have been drastically chenged from every other game in the series, and your army can now seemingly fight only as one whole unit, not as individual units. I can't imagine a geme like this having much strategic depth at all.

Langrisser III will still be a must-buy for the artwork, overhead graphics, end storyline. But if this demo is any indication of what the final product will be (end why would they let it out if it wasn't?), I'm not at all heppy with the direction this series is headed. *T*



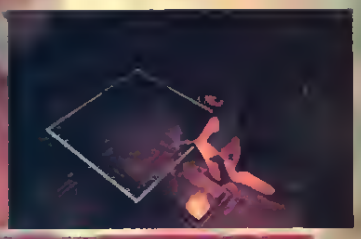












REVIEW

GE KKA MU GEN TAN

月花霧幻譚

TORICO

SEGA SATURN

DEVELOPER - SEGA

PUBLISHER - SEGA

FORMAT - 2 CDs

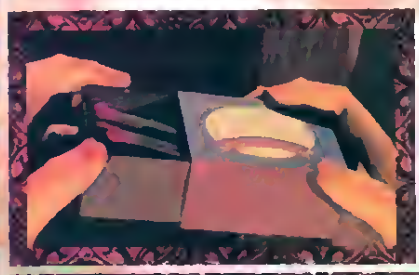
OF PLAYERS - 1

DIFFICULTY - INTERMEDIATE

AVAILABLE - NOW-JAPAN

Most people, I suppose, will probably take one took and dismiss *Gekkomugenton Torico* (let's just shorten that to "*Torico*" from now on, shall we?) as another rendered *D's* rip-off. But what you see here is the culmination of *three yeors* of development. *Torico* (originally planned as a Sega-CD game!) is the first FMV title that could actually be considered an epic – in terms of length, at least. Though *Torico* is only two CDs, it'll probably take a good 10-15 hours to get through.

An FMV game is pretty much worthless without a good, fast-paced storyline, and *Torico*'s a mixed bag in this department. Each disc has its own story, and Disc 1's storyline is... well, you be the judge. You're Fred, or at least, that's what they call you. You completely lost your memory 4 years ago, and have no idea what your real name is, where you're from, or what that weird seal is doing on your forehead. Poor Fred has spent years wandering from town to town, searching for clues about his identity.



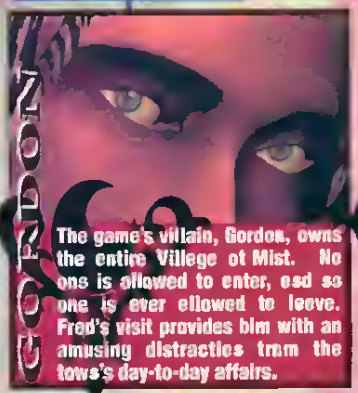
One day Fred wanders into the Village of Mist (a town noted for its complete and total lack of mist... although this is explained later). There, Fred is jailed, and summoned before the village ruler, Gordon. Gordon explains that there's a well known legend in this town: One day an amnesiac with a mysterious emblem on his forehead will wander into town, and find the town's lost city of legend, the Village of Moons. After negotiating terms with Gordon and his goons (*"Find it or we'll kill you!"*), you're off on your quest.

I have three problems here. First off, isn't amnesia just slightly over-represented as a mental disorder in video games? Such a cliche! Second, isn't the old "legend has it someone who looks just like you will come save our town" almost as cliche as the concept of a main character who has amnesia? And finally, well, I guess this is really just a sub-



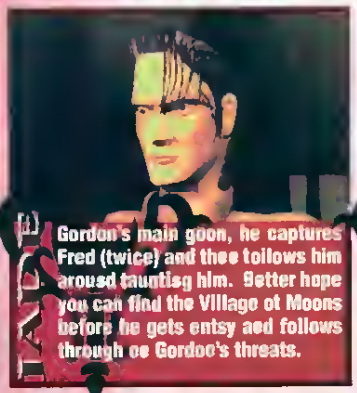






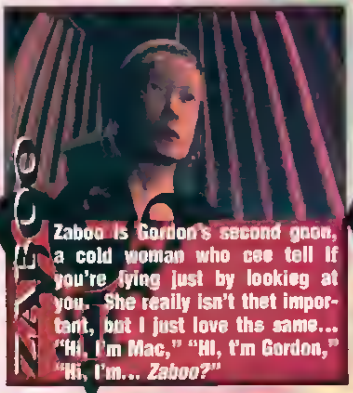
GORDON

The game's villain, Gordon, owns the entire Village of Mist. No ons is allowed to enter, and so one is ever allowed to leave. Fred's visit provides him with an amusing distractio from the tow's day-to-day affairs.



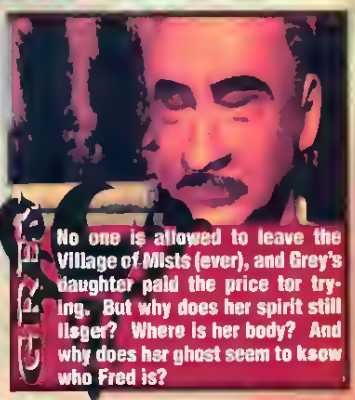
TARO

Gordon's main goon, he captures Fred (twice) and thee follows him around taunting him. Better hope you can find the Village of Moons before he gets enty ged follows through on Gordoo's threats.



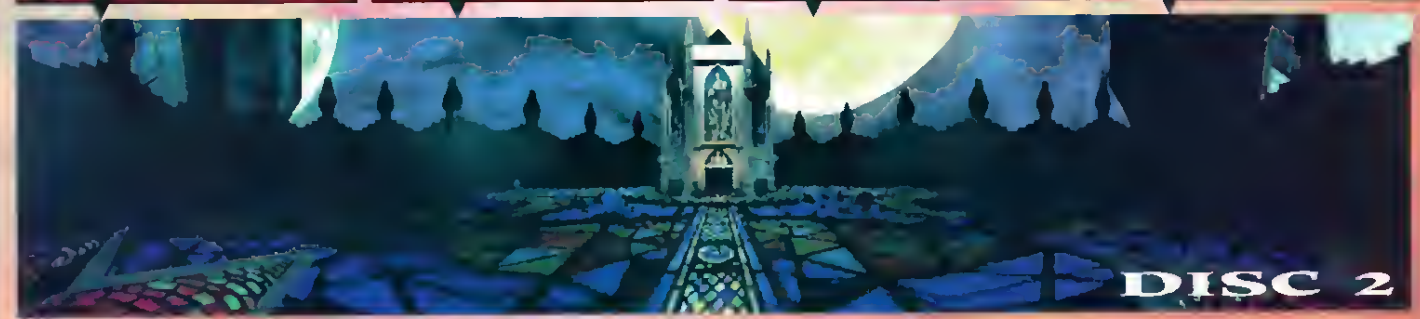
ZABOO

Zaboo is Gordon's second goon, a cold woman who can tell if you're lying just by looking at you. She really isn't that important, but I just love the name... "Hi, I'm Mac," "Hi, I'm Gordon," "Hi, I'm... *Zaboo?*"



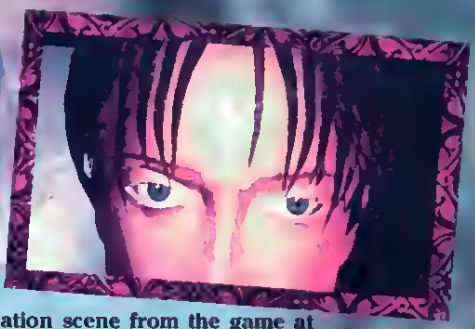
GREY

No one is allowed to leave the Village of Mists (ever), and Grey's daughter paid the price for trying. But why does her spirit still linger? Where is her body? And why does her ghost seem to know who Fred is?



DISC 2



gripe about point two, but how is any town, especially one with *only 12 people*, going to remember a legend as inane as that one for CENTURIES? What, did everyone's grandparents pull them aside and say, "Grandpa's gonna tell you a story. In a hundred years or so an amnesiac with a weird thing on his head is going to come and find the lost City of the Moon. Now go to bed."? I know all of us here in Agoura just can't stop talking about the heralded day in the year 2243 when a mysterious man (with, say, a birthmark in the shape of Papa Smurf) will come and avert a sanitation workers strike, or something.

Sorry about that rant, but I was just horribly disappointed by this plot... This is the work of Kenji Takemoto, a supposedly famous mystery writer! And it's not like it has cool riddles or anything, either. The entire first disc, as beautiful as it is, is really just a matter of walking around, hoping to bump into people, and picking up such apparently useless items as a handful of sand. Almost all of the items are used right at the end of the disc, all in a row, to solve really easy puzzles.

BUT, and that's a big capital B, capital U, capital T, the game gets incredible once you actually find the Village of Moons. You really have to consider the entirety of Disc 1 to be a pretty but slow prologue to the stunning environments of Disc 2. I can't say anything, lest I give it away, but you won't be disappointed.

My reservations about the storyline aside, *Torico* really is a spectacular adventure. For whatever reason, every rendered FMV game up till now has taken place in one enclosed mansion, so I was stunned by *Torico*'s varied environments, such as the first disc's representation of the entire Village of Mist. This is an FMV game you can actually get *lost* in (I actually had to make a map!), which is great if you're just enjoying the CD, but not so great when you're just wandering around waiting for something a happen (a tactic you'll have to engage in many times). Luckily, your character walks fast, and there is no loading time, so it's not as boring as it could have been.

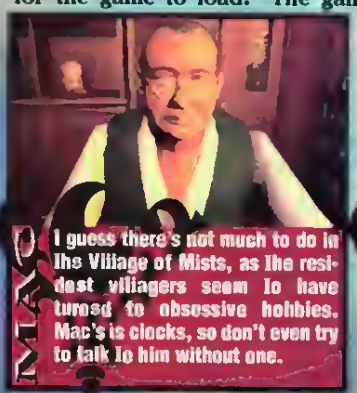
The programmers of *Torico* have mastered the CD format, and succeeded not only in cramming in tons of really good quality Cinepak (each disc has significantly more video than both of *D*'s discs combined), but also in successfully hiding all of the loading time. After the initial boot, you will literally *never* have to wait for the game to load. The game even has a Memory feature that lets you access any of the many FMV conversation scene from the game at any time, instantly. A very impressive feat.

Torico's graphics are lush and beautiful, and the video quality is among the best ever seen on Saturn. The music is equally spectacular, and the whole thing mixes together to create a complex and beautiful mood. I don't know quite how to describe it... If *D* was your typical, general audience, high budget, summer horror flick, then *Torico* is a long, masterful, but occasionally tedious art film.

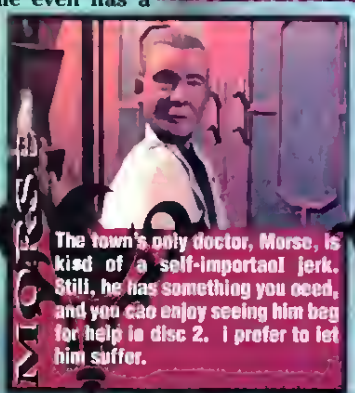



Since Sega of America is evidently still in the FMV game business, they should seriously considering porting over *Torico*. I doubt any of us would take some grainy, low-budget "romp" starring washed out TV actors from the late '80s over a beautifully-rendered cinematic experience like *Torico*. T

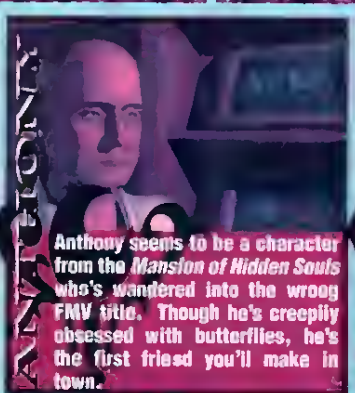


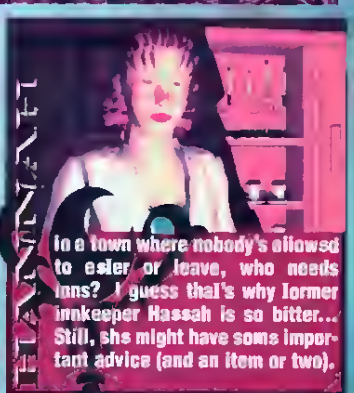
I guess there's not much to do in the Village of Mists, as the resident villagers seem to have turned to obsessive hobbies. Mac's is clocks, so don't even try to talk to him without one.



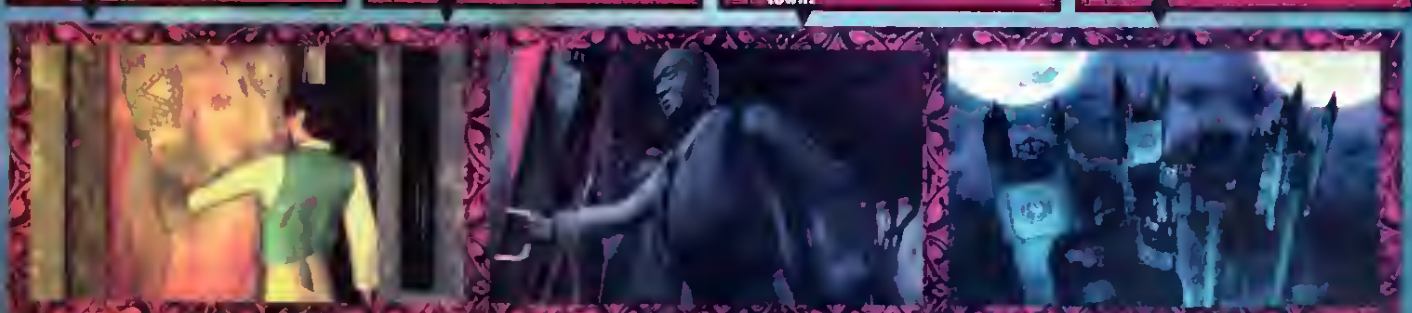
The town's only doctor, Morse, is kind of a self-important jerk. Still, he has something you need, and you can enjoy seeing him beg for help in disc 2. I prefer to let him suffer.



Anthony seems to be a character from the *Mansion of Hidden Souls* who's wandered into the wrong FMV title. Though he's creepily obsessed with butterflies, he's the first friend you'll make in town.



In a town where nobody's allowed to enter or leave, who needs inns? I guess that's why former innkeeper Hassah is so bitter... Still, she might have some important advice (and an item or two).



R REVIEW

LAYOUT - TAKUHI

PC-FX

DEVELOPER - MASAYA

PUBLISHER - NEC HE

FORMAT - CO

OF PLAYERS - 1

DIFFICULTY - EASY

AVAILABLE - NOW

Der Langrisser FX

Langrisser is not a series that's widely known in the Americas. Some Genesis old-timers may recall it from the one *Langrisser* release that made it here (*Langrisser 1*, as *Treco's Warsong*), but for the most part, the good ol' "Lung-Ripper" (it's German) series shall remain forever beyond our grasp. Unless, of course, we pick up an import.

The PC-FX, a platform that's recently been drowning in soft-core anime porn conversions, is now host to a solid version of *Der Langrisser*, a *Langrisser* off-shoot that was originally a Super Famicom remix of MegaDrive *Langrisser II*. Though *Der Langrisser FX* does, unfortunately, use the same bland and washed out graphics as the Super Famicom original, it has enough solid strategy (and a few nice enhancements) that make it well worth a look for substance-starved FX owners.





The strategy is quite deep, but easy to pick up, and the game's impressive total of 70 maps (although you only need to do about 30 to beat it) will keep you playing for months. Like the 16-bit originals, *Langrisser* is a tad easy and quite repetitive, but the engaging storyline will keep you going, and there's always the promise of beautiful intermissions ahead.

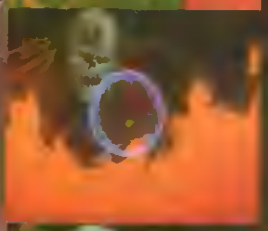
Ah, the intermissions... the animation quality is outstanding, and the intermissions seem to be relatively plentiful. I can't believe how much money they put into this aspect, hiring not only top class animators, but a full cast of voice actors as well (warning to import buyers: You can't fast forward the voice, so if you don't know Japanese, you'll have to spend a couple boring minutes waiting out at the beginning of each map). The actual video quality is a bit chunky, like Saturn Cinepak, but this is probably (hopefully) due to the large amount contained on the disc.

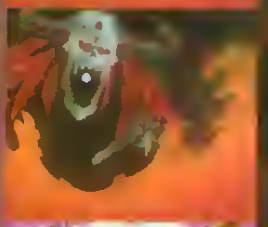
The other FX enhancement is in the music. Masaya has always hired Two-Five (the talented composers of the *Lunar* series) to make their music, an effort that is usually wasted on the MegaDrive's painful FM synth. On the FX, however, the PCM soundtrack is vastly improved, and you can finally appreciate *Langrisser*'s musical quality without buying an arranged soundtrack.

Though this is still basically a Super Famicom title, it was a good one, and the new animation and soundtrack make this version a worthy introduction to the *Langrisser* series. *T*

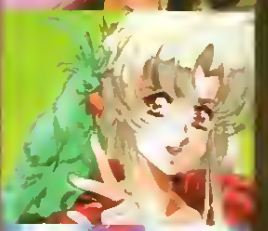








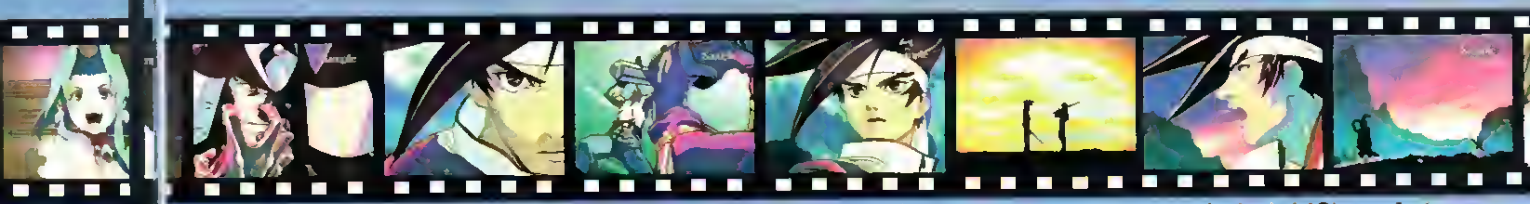








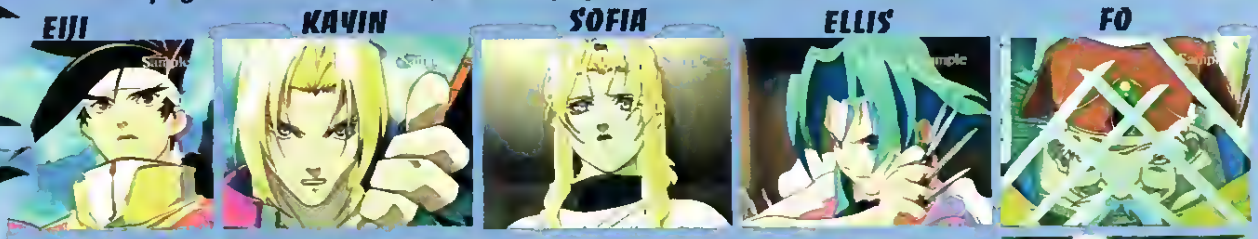




ANIME FAN

TAKUSHI'S

Sorry for missing you guys last issue, but you needn't worry (you were worried, right?), as Anime Fan is back and better than before. This month we're presenting the two pages from last month, the two pages from this month, and two pages of compounded interest. Enjoy!



闘神伝 (TOSHINDEN)

By: US Manga Corps
Length: 30 min
Subtitled: Details Unavailable
Dubbed: Details Unavailable

Considering the many recent disappointments in the fighting game anime department (to recap, the Japanese *Street Fighter* TV series was hideous, and the *Virtua Fighter* series was pretty disappointing), I'm actually stunned at how good *Toshinden* is. It may not be anyone's idea of a dramatic epic, but the animation and directorial style will surely please fighting fans.

The storyline is mostly original, inspired by the game and comic, but not closely based on either. It takes place after the first Toshinden tournament (but before the second), as a robotic Sho (the older brother Eiji was in search of as he entered the Toshinden tournament) is targeting all of the combatants. He offs Run-Go, Mondo, and Fo in the first 45 seconds or so, so their adoring public (ha!) will no doubt be crushed. So, enter old fnends Kayin (whose father was killed by Sho) and Eiji, who, meeting Sofia and Ellis on the way, are off to uncover whatever conspiracy is behind the Sho project.

Although the concept of a robotic villain sent to learn everybody's fighting style has appeared in just about every fighting game-based anime yet, I'm generally pretty pleased with the storyline. Uranus and Chaos make pretty cool villains, and Eiji, Kayin, and Sofia have more personality than you'd probably guess. Please note that I excluded Ellis from that last comment, as she completely sickens me. First of all, the ever-youthening circus performer now appears to be about 4 years old, and every time she talks I have an uncontrollable urge to slap her. Ick.

Tracy, Master, Duke and Vermillion have yet to materialize, but otherwise all of the characters are well represented. They perform all of their signature moves, and the fights are always satisfying and well choreographed. Since that's probably all anyone cares about, I can actually recommend *Toshinden* with a lot more enthusiasm than I was able to muster up for *Virtua Fighter* (which, by the way, has also been announced for an American release).



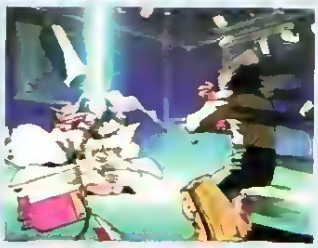






Oh My Goddess!

ああっ女神さまっ

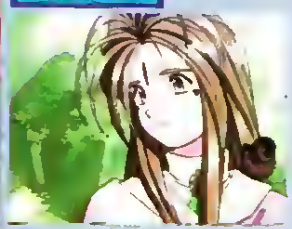




Oh My Goddess!, famed for its easily accessible storyline and beautiful Fujishima Kohsuke (*Tales of Phantasia*, *You're Under Arrest*) art, is finally available for that mysterious other half who prefers their anime dubbed. Though I've never been able to understand why anyone would desire such a thing, it seems that Animeigo has done an excellent job with this one, as its voice acting had nothing capable of causing even an old time dub-hater like myself to cringe.

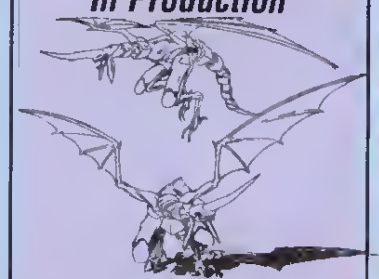
By: Animeigo
Length: 30 min
Subtitled
$19.95
Available Now
Dubbed
$14.95
Available Now

If you're new to *Oh My Goddess!*, it's one you'll definitely want to take a look at. Similar in style to *Urusei Yatsura* and *Ranma 1/2*, *Oh My Goddess!* is a lighthearted romance with unusually beautiful artwork.



Loveable loser Keiichi gets some sort of Goddess Assistance Hotline when he dials a wrong number, and before he knows it a lovely deity named Belldandy is offering him one wish: anything he desires. Half in jest, he asks to have a girlfriend like Belldandy, "forever," and, well, we all know what happens next. It truly is every man's fantasy (well, okay, maybe just mine), and a good premise for this well done 5-part comedy romance.

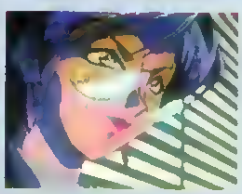
Panzer Dragoon Anime In Production



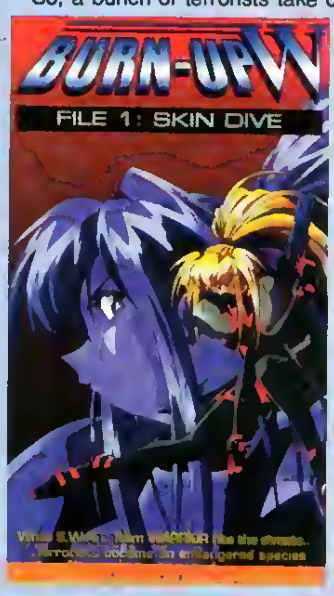
Sega's animation division is currently working on an animated version of *Panzer Dragoon* that's due out in Japanese rental stores later this summer. The storyline will be based on *Panzer 1*, but in addition to hero Kyle, will also feature Alita, a female dragon-rider that was originally going to be a selectable character in *Panzer 2*.







I thought *Burn Up W* must have some connection to Kenichi Sonoda's *Burn Up!*, but after viewing this I'm hard pressed to determine what exactly this connection might be. It has no characters in common with the original, and sadly, looks pretty bad in comparison. Although the character designs and animation do have their own charm in a *Tenchi Muyo* sort of way (it's by the same team), their personalities and the storyline are hideously generic.

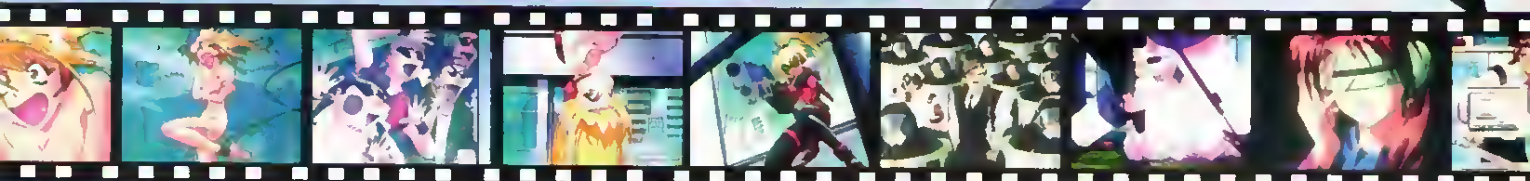


So, a bunch of terrorists take over a hotel, and after about 20 minutes of dull conversation and childish sexual double entendres, strike team "Warrior" is called in to save the day. The terrorists demands somehow lead to one of the team bungee jumping nude in to apprehend them, a scene that's supposed to be wacky and exciting, but ends up being neither. This is especially unfortunate considering it seems to be the action climax of the episode.

The villainess has some kind of intriguing scheme going on, which may make for some interesting plot developments in later episodes. But other than that, there's little in *Burn Up W* capable of holding the average viewer's interest.

By: AD Vision
Length: 30 min
Subtitled
$24.95
Available Now
Dubbed
19.95
Available Now















Yes, I know the better part of a two-page spread for one anime is pretty gratuitous, but in this case, I couldn't help myself. *Evangelion* is, in my opinion, quite possibl... oh, screw that. *Evangelion* IS the best animated series ever, and if you disagree, tough.

I'll forgive you if you're skeptical. I was too. I mean, let's break the story down: You have a setting of a futuristic, post-apocalyptic Tokyo. You have giant monsters on the bad guy side and giant bio-engineered semi-robotic creatures on the good side (which, dare I even suggest it, might possibly have been designed with a line of toys in mind?). You have a plot contrivance which ensures that only middle-school aged teenagers can pilot these creatures. And you have a cast that's 80% female, a shocking 100% of whom are attractive. Wow, doesn't that sound innovative! But after an informal survey of the Japanese anime magazines scattered around my office, I noticed that *Evangelion* was on the cover of about 70% of them, a shocking amount considering that its TV ratings barely even placed it in the anime top 10 (I mean, *Evangelion* got murdered in the ratings by *Wedding-friggin'-Peach.*).

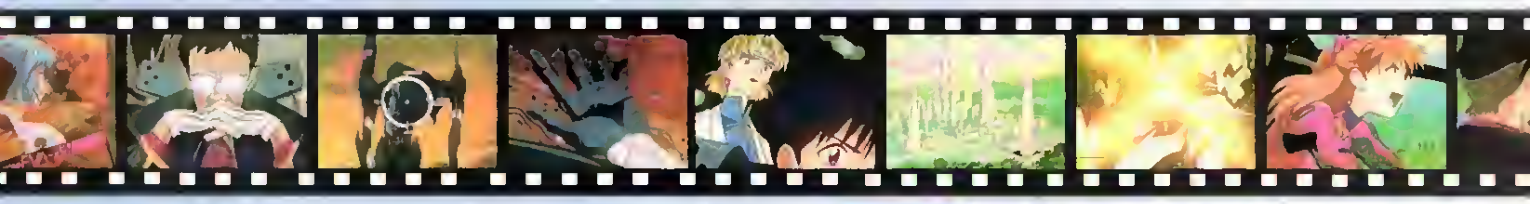
But now that I've seen it, I understand... *Evangelion* is nothing like all the other anime series. *Evangelion* is art. This is the best-written, best-directed, best-animated TV series I've ever seen. The thought that went into *Evangelion*'s storyline is incredible... Actually, I almost gave it up about halfway through because I was so frustrated about how cheesy it was getting, and how they'd keep introducing these shocking plot points and then seem to totally forget about them by the next episode. But having stuck it through to the end, I now know better. What seem to be gaping plot holes in the early episodes turn out to be the seeds of brilliant plot twists in the later episodes. And when seemingly important sub-plots are ignored for episodes on end, the writers haven't forgotten, they're just playing with you. And they can afford to, 'cause the resolution is always worth it.

NEON GENESIS EVANGELION

Here's your storyline, or at least, the tiniest fraction of it. It's the year 2015, and the great majority of the world's population has been wiped out by two huge disasters: a meteor impact and a plague. Most of







By: AD Vision
Length: 60 min
Subtitled
$34.95
Available Aug.
Dubbed
???
Available Aug.

the Earth's cities lie barren, but the survivors have managed to pick up the pieces and move on... Until all of a sudden, a mysterious series of "angels" start attacking the Earth. No one (or so it seems) knows who they are or where they came from, but each one is more powerful than the one before, and their appearances are becoming more and more frequent.

To combat this, a man named Gendoh Ikari created both a series of bio-genetically-enhanced (but seemingly mechanical) creatures called "Evangelions," and a pseudo-military organization (that now works for the UN) called "Nerv" (from the German word meaning, um, "nerve") to control and maintain them. Unfortunately, the only people who could sufficiently bond with the Evangelions enough to pilot them were a handful of 13 and 14 year olds. And even worse, Gendoh discovers, is that his abandoned son, Shinji, is among them.



Shinji, called back from living with his uncle to work for a father he despises, is our hero. He's a polite, bland little boy with *no* self-esteem who doesn't really care about anything, including his own existence. The heroines are upbeat, talkative Misato (his direct commander, housemate, and in a sexually tense sort of way, foster mother), and Shinji's two fellow pilots: cold, spookily reticent Rei (whose voice actor is, amazingly, the usually ultra-bubbly Megumi Hayashibara), and spazzy half-German Asuka.



Doesn't sound like much, I suppose, but there's enough weird stuff going on behind the scenes to make for an entire season's worth of *X-Files*. *Evangelion* doesn't get really good till the last half, but by then, it's beyond brilliant. If you're still not convinced that *Evangelion* is something incredibly different, try this: It's a 26 episode series, but the final battle is in episode 24. The last two are composed entirely of the main characters' internal psychological conflicts. You won't find that in, say, the *Virtua Fighter* anime.

The Yoshiyuki Sadamoto characters are awesome, and the animation quality is amazingly good. The way they could accomplish such good animation on a TV series budget is pretty obvious – they recycle the hell out of everything (a fun game to play while you watch is to count how many times each cut away scene is used. By my count, the one where Shinji's walking down the street and is passed by a DHL truck holds the record). And just so you're warned, the series does contain two parts that shocked Japanese TV audiences enough to almost get the series pulled by some network affiliates. One tastefully-done sex scene in (I think) episode 18 (which you can hear, but not even see... I guess the Japanese are offended by the mere concept of sex scenes that don't involve tentacles) and one very gory scene in episode 20.



Evangelion has received an incredible amount of critical acclaim, even by Gainax's (the group that did *Gunbuster*, *Nadia*, and *Wings of Honneamise*) standards... The series ended in Japan 6 months ago (a movie is evidently in the works, and they're redoing the animation in episodes 25 and 26 for the home video release), but it's still on the cover of Japanese anime magazines. That's a pretty excessive amount of hype, but this time, it's more than worth it.

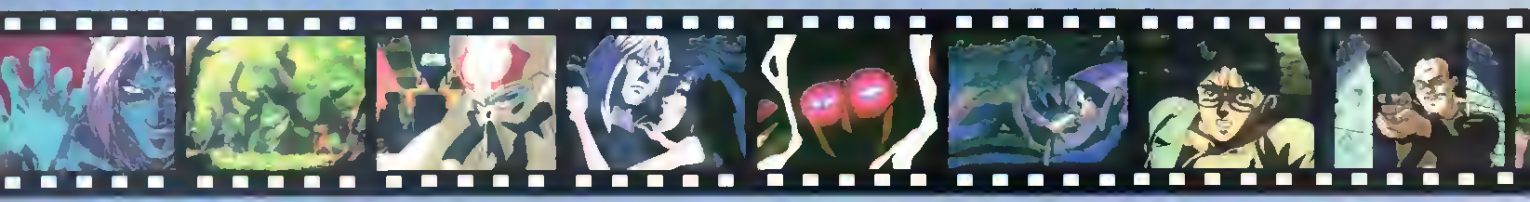




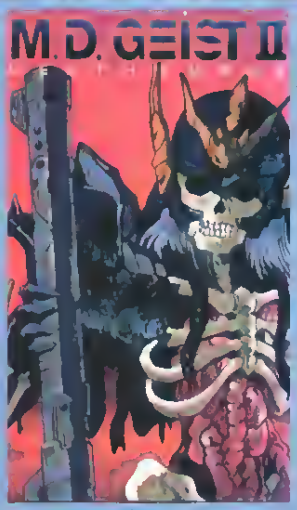








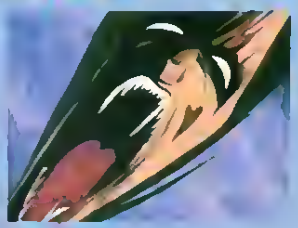
M.D. GEIST II



By: US Manga Corps
Length: 60 min
Subtitled
$24.95
Available Now
Dubbed
$19.95
Available Now

This sequel takes place a couple years after the events of the original *MD Geist*, a classic title that I recall seeing and vaguely enjoying many years ago. *Geist II* doesn't do much to recap the original, but you'll pick up the storyline soon enough: MD Geist and MD Krauser, the two prototype "Most Dangerous Soldiers," are fighting each other in the smoldering remains of Planet Jerra. Since one's nuts and one has the constant smell of evil about him, there's really no one to root for, but that doesn't diminish the pleasure of their fight scenes any. The artwork is just about average, with unusually colorful and well drawn backgrounds successfully compensating for the *He-Man*-esque quality of the characters.







The prolific director of the *Geist* series, Koichi Ohata, is kind of like a Japanimation version of *Cutthroat Island* director Reny Harlin, meaning he makes relatively big budget films that are kind of fun to watch, but would leave you feeling horribly embarrassed if anyone you even remotely cared about ever saw you watching one. This problem is further compounded by an awful dubbing job... Although I suppose it's not the voice actors' fault so much as it is the writers'. It's just hard not to cringe when some poor guy barely making scale pay is forced to emit a labored holler of "I'll send you straight to *death!*" in a key battle scene...



By: AD Vision
Length: 60 min
Subtitled
$29.95
Available Now
Dubbed

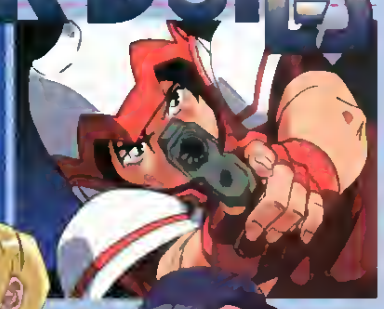
Joe Takami is a computer genius who's created an artificial intelligence program so revolutionary that it landed him on the cover of *Time* magazine (with the perplexing headline "Baka Doi."), and put him firmly in the running for a Nobel prize. But while his career is coming together splendidly, his personal life is falling apart in a very unique way. Record checks on his friends and family seem to suggest that they never existed, and his own records are mysteriously classified. A chance run in with an ex-girlfriend reveals even more mysteries. She has a different name, and claims not to ever have met Joe, despite an unmistakable physical resemblance.

Dark Warrior has one of the best set-ups in recent memory, slightly reminiscent of the moody and mysterious *Bounty Dog*. Unfortunately, this just makes it all the more depressing when all the characters suddenly transform into muscle-bound *Fist of the North Star* rejects and start beating each other up. Perhaps part two will provide a more satisfying conclusion to this saga, but until then, be forewarned that despite it's early good intentions, *Dark Warrior* strays way too far from its intended path.

POWER DOLLS

By: AD Vision
Length: 30 min.
Subtitled
$29.95
Available Aug
Dubbed
Details Unavailable







The newest in a series of obscure-game-to-anime translations, *Power Dolls* is tightly related to the excellent military strategy title of the same name. Available on the PC-FX and DOS-based PCs (even in America, thanks to MegaTech), *Power Dolls* is the story of a heavily armed 26th century revolution, set on the planet Omni. Beset by overpopulation, the Earth decided to ship armadas of political prisoners to this desolate planet late in the 25th century. The few that survived the trip began to develop the land, and Omni starting turning into a utopia. Unfortunately, the Earth forces now want Omni back, and as you can guess (political dissidents are so touchy), no one was too thrilled about *that* idea.

The anime charts the story of the DOLLS division of the Omni's liberation army; 20-some specially trained, mech-piloting young women. If you're not into the horrors of war, or at least women in skin-tight clothing, you're not going to find too much to enjoy here. Admittedly a fan of both, thought it all came together rather nicely, sort of like *Sol Bianca* mixed with some of the heavier elements of *Area 88*.









By: US Manga Corps
Length: 60 min
Subtitled
$19.95
Available Now
Dubbed



We've covered these two before, but as the two best anime series currently running this side of *Evangelion*, I think they're well worth another look.

Iria 3 is the series' final chapter, featuring the long, splendidly climactic final confrontation between Iria and Zeiram. The two episodes on the tape are chock full of the same exotic landscapes, curious societies, and alien technology that make *Iria* so intriguing, and the final battle scenes are the culmination of Tetsuro Amino's increasingly masterful directonal style Also of note are the coolest set of *Iria* gadgets yet, and a shocking revelation concerning sidekick Kei that may or may not cause a vague feeling of intestinal discomfort.

If you haven't given *Iria* a try yet, I heartily urge you to do so. This brief series contains so many great ideas that it almost seems a shame to see them compacted into just six too-brief episodes, when they easily have the strength to support dozens more. And if you've been following it all along like I have, well, make sure you don't miss this one last chance to enjoy *Iria*'s artichoke-shaped cloak of wonders and the unusually well done opening animation and theme song.

Now that *Iria* is over, I can only console myself by watching *Gunsmith Cats 2* another million or so times. I'm glad to report that my fears of one of those second episode animation quality drops were unfounded, and the animation, storyline, soundtrack, and dubbing are all once again, top notch. Another notably pleasant change is the addition of tasteful squirts of blood, especially after the squeaky clean lack of gore which slightly marred the original. It wasn't a big deal, I suppose, but watching the original had the same disconcerting feeling as playing *Virtua Cop* at Disneyland or Chuck E. Cheese's (you know, where the enemies have all mysteriously become androids)

This time around, heroines Rally Vincent and May Hopkins, every Libertarian's wet dream, are being stalked by an ex-KGB contract-killer with no shortage of feminine charm (heh, heh... snort!). A highly cool villainess, you not only get to see her waste a half dozen ATF agents (what would Bush think!), but engage in a high-speed car tight with Rally's prized Shelby Cobra.

As in the first, Kenichi Sonoda's immaculate research shines through. His setting of Chicago is so perfect that it almost makes you think that this is just another one of those well-written, brilliantly drawn, mature audience-oriented American-made animated dramas. Ha ha! I'm joking, of course But seriously, high praise must go to Sonada, for making *Gunsmith Cats* as believable and entertaining as anime gets, no matter how stupid that Internet part was.





By: AD Vision
Length: 30 min
Subtitled
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Dubbed
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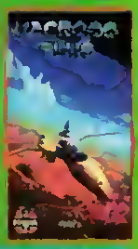
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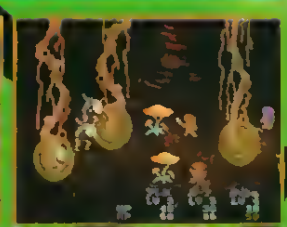
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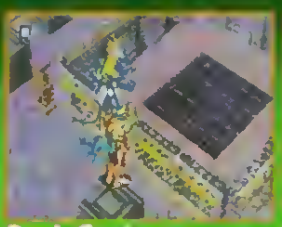
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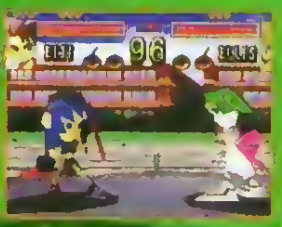
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Dear Posty,

I was at E3 and thought it was great! One of the most interesting things that I saw there was a hobbyist PlayStation kit that was tucked away in a corner of the Sony booth. I read the description, but I have forgotten a few things about it. I know that it is dark grey, it comes with cables to hook it to your computer, that it comes with software and some manuals, and that Sony is only planning to release it in Japan. What I want to know is this:

How much is it going to cost? (I forget that) Which language will it use? Would it burn its own CDs? If not, how would it be done, with a PC one? And would SCEA consider bringing it out here? More people here have PCs compared to in Japan, and the PlayStation has also dominated in North America, as compared to Japan. Or could this be a deciding factor against it? Also, why has nobody reported on this?

Thanks,
Graeme Clark
gclark@img.net

Thanks for reminding us all of this important development. This is actually a very big deal and very good news for aspiring game developers. Here's how it works: you buy your awesome-looking Net Yaroze (Meaning, like, "Let's net!") pack for for ¥120,000 (about $1090) and you not only have a cool gun-metal grey PlayStation, but all the equipment necessary to hook it up to your home PC. From there, you read your manuals (in Japanese, of course), program in C, and make your own PlayStation games. The "net" part is Sony's expectations that people will upload their games to a site that Sony will create, and everyone will help each other out to make cool games, which maybe Sony will buy and release as a compilation disc or something. Think about this... For a little over a thousand bucks you and your international friends could be making PlayStation games. It's super smart for Sony, too, 'cause they're ensured of a next generation of game developers who are somewhat experienced at PlayStation development. You would still need your own CD burner (if you wanted to actually press copies), but it's still much cheaper than buying a full-fledged development system. Anyway, this is a great idea, and Sony MUST bring it out here! Hack, I don't know a word of C, but I went to get a hold of one and start developing! Wurde sehr kuhl sein, ja?

Dear Postmeister and everyone at GameFan,

Thankfully, female gamers are starting to get noticed! Yes, we may be few and far between, but thanks to people like Jen Seng, we won't all be seen as feminists. Yeah, so some of the girl characters in fighters are pretty questionable, but that doesn't mean they're weak! I'm trying to ignore that stuff now and concentrate on the game. Especially since there really is no way to stop it. So, on to the questions... (again)...

1) Is it possible that I'll get to see Magic Knight Rayearth on my PS-X? That game looks pretty cool, and the anime art is so great.

2) When can I expect *Soul Edge* or *Street Fighter Alpha 2* on the PlayStation? And what about *Samurai Shodown RPG*?

3) I think my friends will go insane if they don't get the answer to this question: Will *Sailor Moon Super S* be coming over here? There's already, like, 7 different *Sailor Moon* games in Japan.

4) Did you know that the song "Trouble Man" comes from the TV show, *Darkstalkers*? I would not recommend that show, however, because it's just awful. I love the characters and game, just not the cartoon.

5) You should put more info in your mag on RPGs. Either that or we need to start a fan club.

6) I really love the Anime Fan. Good job!

7) Yeah, I have to admit, polygon games make the characters look pretty dead. Hand-drawn art is more... expressive. Still, I like *Soul Edge*.

8) You should have a pen pal column! I only know, like, 2 girl gamers.

Well, that's about all. You can officially tally the number of female writers up to 4. I'll bet there are more... and they should write in! Until next time,

Au revoir
Alison Cappelliert
Danbury, CT

1) Very unlikely. Sega's one of the show's biggest sponsors, and handles just about all of their merchandising. (Seriously! You buy a Magic Knight Rayearth pencil box and you see Sega's logo! Very disconcerting.)

2) Soul Edge at the end of the year, Street Fighter Alpha 2 will be late summer or early fall, and Samurai Shodown RPG will be the end of the year in Japan, and "who knows" in the US.

3) We get so many letters from Sailor Moon fans... It's actually quite terrifying, as they seem far more organized and somewhat more dangerous than your average anti-government militia. Although their letters are coated with stickers and drawings and on pink stationary, the message is clear: "Sailor Moon, now, or one day I'll kill again." To be honest, neither I nor Takuhi (to whom many of these letters are addressed) know a thing about Sailor Moon, so please stop writing and asking questions like "I really MUST know! What did Sailor Jupiter tell Sailor Ganymede's sister in the episode when Sailor Cheron spilled Tabasco sauce on Sailor Europe's new pink jumpsuit!?" Sorry to get off track there, but I'm beginning to get concerned about my family's safety. Anyway, nobody's picked up any of the Japanese Sailor Moon games.

4) Are you serious? 'Cause the one in the Japanese version is sung (in English) by a Japanese man and the lyrics make very little sense. Surely our children aren't being subjected to that!? O, was Hölle!

5) How much more RPG coverage can you want?

6) Thanks!

7) Agreed on both points.

8) Okay, pen pals... Everyone, especially female gamers, have been pushing me to start a Pen Pal column in the wake of Jen Seng's letter from Issue 4-7. Well, I've talked it over with the boss, and he says, „Fabelhafte Idee!" (Well, that's what he meant.), but for obvious reasons we can't publish home addresses. But we're trying to get something go with e-mail, maybe on our website, so if you have e-mail and are looking for a pen pal, let us know!

Agent Posty,

This is your mission, should you choose to accept it. I want you to infiltrate the Sega headquarters and find all of the information concerning *Phantasy Earth*. All information should be printed in an upcoming issue of your magazine.

After you've completed this task, you are to find any information concerning the upcoming *Lunar* games. You are expected to interview members of Team Alex, deliver a multi-page report and print it in your magazine.

Sincerely,
John Wison
Lost the address.

My specially trained army of "Postoperatives" (get it?), have been given full authority to bribe, kill, or seduce anyone necessary to acquire the Phantasy Earth story. Here's what we've come up with:

Speculation about a Saturn Phantasy Star began when we saw the Phantasy Star Memorial Book. It contained an interview with the Phantasy Star team (the people who brought you 1,2, and 4, the only real Phantasy Stars). Though they didn't say they were actually working on a Saturn Phantasy Star, when asked the question of what it would "hypothetically" be like, their responses were incredibly detailed. Suggesting, of course, that it was well under way. But what happened? For over a year Phantasy Earth has languished at the bottom of Sega's release list, the only title for which no shots were ever shown, and no details were ever announced. We've also heard of a game called De-La Phantasia, which turns out to have been the same game. Evidently Sega began work on the project, but the final game evidently sucked, and Sega put it in what they refer to as "the crypt." Meaning: cancelled or on permanent hold. That's all the details we could get, but we'll keep you posted. Looks grim...Diese Welte hat einen Vogel, ja?

The few surviving Postoperatives are hard at work on arranging an interview with Studio Alex, but we have heard quite a bit about their projects. They claim to currently be working on a non-Lunar RPG but Lunar 3

will happen sometime in the future. And once Kodokawa Shoten finishes up Lunar – The Silver Star for Saturn, they're expected to begin work on converting Lunar: Eternal Blue.

I have some questions about the U.S. and Japan launches of the Nintendo 64:
1. If the U.S. is shipping the system to stores on Sept 20th would you be able to buy one then?
2. What accessories will be available at the launch?
3. What games will be available at the launch?
4. How many systems are sold in Japan so far?
5. If you played *Mario*, how do you like it so far?
6. Have you seen the chess game in Japan yet?
Analog64@aol.com

1. You can try... I've heard a bunch of stories from people who conspired to get PlayStations early, and it sounds difficult, but possible. Popular tactics include bribing unscrupulous employees, and the ever popular "but [name of local competitor] is selling them early!" Somehow I doubt that one would work, though. (Like the store isn't gonna call and confirm it?)
2. The memory pack and the controllers, in a variety of colors. All the cables are the same as SNES cables, so those are already available.
3. Mario, Pilotwings, Blast Corps, and Cruis'n USA are the ones we know of so far.
4. Evidently the first run of 300,000 or so were pretty much sold out mostly due to pre-orders alone. The next shipment of 200,000 was still available in stores at the time of this writing, so probably between 300,000 and 500,000.
5. Mario 64 ist ein Zauberspiel, eine Emmißarie aus der Faeriewelt. Außer den großen Länder, den man durchfahren kann, mag ich Marios Begwegungen – das mecht mir lachen und lächeln! Auch ist's noch das längste Mario-Spiel – reservieren Sie viel Zeit: dieses ist ein komplexes Adventur!
6. No, though we're trying to get a copy. (It's actually Shogi, which is much older than what we call "chess.")

Finally, since we're short of space this month (don't look at me, folks), let's just hit the key points of some of the letters.

To Keith Eng, it's always wonderful to hear from a fellow fan of SQUARE soundtracks, but how can you give Romancing Saga's Kenji Ino such kleine Ähnlichkeit? He did some great work on RS3 and it was he who did Seiken 1's music (the arranged CD is ja gut). I love Mana's Hiroki Kikuta, and applaud him for boldly using a different sound driver than the one everyone else uses. He's probably my favorite now that Nobuo Uematsu and Yasunori Metsuda screwed up Gun Hazard's soundtrack so badly. Get Treasure Hunter G, it's got excellent music by eight different composers, none of which we've ever heard of.

To all SNES RPG fans, I have good news, or bad news, depending on how you want to take it. Here we go: Remember Tenchi Sozo/ Genesis/ Creation of Heaven and Earth? Well, it's fully translated into English, looking beautiful, and called Terranigma... IN ENGLAND. How 'bout that? Nintendo has translated the third game in the Soulblazer/Illusion of Gaia series and only a handful of tea-sipping, rotten-toothed (just kidding, Gary!) Brits will get to play it. But true fans with lots of dough will probably be able to buy the import, although you'll need a special PAL-to-NTSC converter.

Adam Siler from Atlanta (!), Texas has a bit of news for Final Fantasy fans.: Evidently Tetsuya Nomura, the new character designer for FFVII, was a "Graphic Designer" in FF6. This seems very important (although I'm not sure why), so do with it what you will. Also, sorry Adam, Enix USA ist kaputt, and you will never, ever play Dragon Warrior VI in English. Auf Wiedersehen, meine Postleser!



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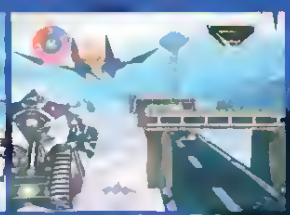
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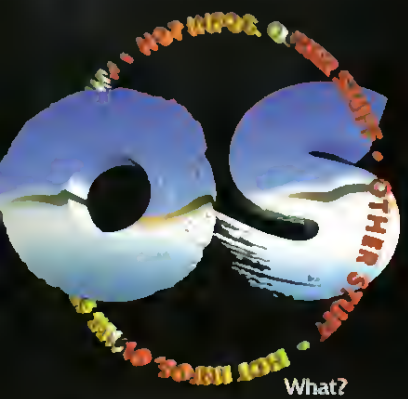
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What? No *Hermie* in the OS logo this month? (Man, for a dude who gets around as much as the capricious young Mr. Hopperhead, you'd think he would've made it to the States by now...) Oh, well, on to Other Stuff:

CAPCOM – TRY NEXT

First covered in Other Stuff was the upcoming SNES release of *Street Fighter Alpha 2*. Now we are hearing that it will be released by none other than (what's this?) Nintendo. Yup, word is, Capcom and Nintendo are working out a deal whereby the SNES version of *SFA2* will precede the PlayStation and Saturn versions by six weeks or more. If this turns out to be true, the PS and SS releases would have to be delayed (bummer). By the time you read this, Capcom and Nintendo will have sorted it all out, or not. (Boy, will I feel stupid if you're playing a PlayStation copy of *SFA2* as you read this...)

SNES Alpha 2 is tentatively scheduled for a September or October release, and will retail in the area of sixty bucks. It should be playable on Catapult's X-Band Modem within a couple of weeks after it hits retail shelves.

More Capcom news in the Nintendo part of Other Stuff below...

I WANT MY M2!

It looks like the M2 may be a ways off... (BIG bummer, but hey, it's Matsushita. Keep the faith.). Newly announced release dates: Japan, summer of '97; U.S.A., September of '97. The planned retail price hasn't changed, though – still somewhere between $299 and $399. For our European readers, M2 may not make it your way till early 1998.

According to inside sources (I *love* that phrase!), the M2's development system is being developed by Cy Q, who put together Sony's development system for the PlayStation. (I wonder who makes development systems for the development system developers?) The aforementioned "inside sources" have also said that the M2 is "easily" the most powerful game system ever, and that conversions of Model 3 games would require little, if any, reprogramming.

Sounds good, guys, but I gotta tell you: After playing *Crash Bandicoot*, *NiGHTS*, and *Mario 64* (*"Coffee! Where's my coffee? 119 stars, Baby!! I can't sleep yet!"*), Matsushita's got their work cut out for them. Gamers anxiously await the M2...

SEGA STUFF

There are still rumblings going on in Japan regarding Sega and M2. More on that if and when it develops.

Now, here's some concrete Sega news: *Virtua Fighter 3* will make its U.S. debut at this year's AMOA show in Dallas, Texas this September. *VF3* for the Saturn is being developed concurrently, but probably won't be hitting the stores until mid to late 1997.

Capcom is supposedly developing *Resident Evil* for the Saturn, as well as (possibly) an arcade-classics-type game, in the same vein as *Namco Museum* and *Williams' Arcade Greatest Hits*. No word on titles yet, but imagine having *Final Fight*, *Strider*, *Ghouls and Ghosts*, and *1941* all on one CD!

NINTENDO – WE WANT MORE!

Well, it's official. The Nintendo 64's the fastest-selling game system ever. In Japan, it sold 300,000 units – the first day! Within 5 days, over a half million units sold. That number would be much higher if more were available, though. Right now, Nintendo has about 150,000 pre-orders, and that number keeps on rising.

Doom 64 has been delayed until April 1997. Williams told us that the additional time will be used to ensure *Doom 64*'s status as the best *Doom* ever. Increasing its size from 64 to 96 megs – which isn't definite yet – would give the gamer more levels, more weapons, and possibly even some nifty new special effects, or (heh, heh...) more blood 'n' guts!

HudsonSoft has become an N64 third party. The first two games they've announced will be based on a couple of their PC Engine games: *Bomberman 64*, which will feature four-player mode and all-new pre-rendered graphics, and *Power League 64*, a sequel to the ever-popular (in Japan) *Power League* series. Another game that we've heard talk of (no announcement, though), is *Super Star Soldier 64*, to be released Stateside as *GunHead 64*. Nothing further is known about this title, but our ears are pasted to the phones.

Namco's first three N64 games are rumored to be: *Tales of Phantasia 64* (for the 64DD), a new version of *Rave Racer* (64 megs), and an all new fighting game from the team who did *Tekken* and *Tekken 2* (64 or, possibly 96 megs). At this point, all three are scheduled for a 1997 release, but word is, *Rave Racer* may be out before the end of the year.

Konami's announced their first five titles as well, for the new Nintendo powerhouse. *Baseball 64*, *Golf 64*, *Soccer 64*, *Mahjong 64*, and *Legend of the Mystical Ninja 64*. (What's with all the "64"s?) All of these are scheduled for release in '97. There's also rumors flying concerning *Castlevania* and *Contra*, but there is nothing definite as of yet. The gaming world would *kill* for 64 bit versions of these two titles.

Capcom is keeping mum about their upcoming N64 titles, although recently, while talking to some friends at Capcom, we were told that nothing will be shown concerning their new titles until the upcoming Shoshinkai in Japan this November. Rumor has it, though, that a *Resident Evil* type of game is in the works, along with *Street Fighter 3* for the N64, and a possible 96 meg *Street Fighter Alpha 1 & 2* combo cartridge. Sounds too good to be true, I know, but that little tidbit came from someone close to Capcom, so I've got my fingers crossed. As they say, I'd rather be an optimist and a fool, than a pessimist and right...

Following in the wake of the Namco/Sony deal, Seta and Nintendo have signed a deal allowing Seta to use the N64 hardware for their future arcade games. No word yet on what those games will be.

Tecmo has stated that their first N64 title will be similar (as far as gameplay) to their Model 2 fighting game *Dead or Alive*, and will run in real-time 3D. By the time you read this, they'll probably have made an announcement concerning this.

And lastly (is that even a word?), contrary to last month's report, *F-Zero 2* will be an all-new game with no relation to *WaveRace*. Miyamoto's starting from scratch and taking *F-Zero* out of the water.

In other (than Nintendo) news, rumors of a cartridge upgrade for the Sony PlayStation have now been confirmed. Not a memory upgrade but an actual hardware application. We'll have further details next month. All I can say right now is... *Tekken 3*.

And now for something totally different... Anyone remember Moonwalker? Well, we hear Mike's back at it, developing another Sega arcade title which would no doubt make its way on to the Saturn. No word yet on what this mysterious game might be but rumor has it that it's somehow connected with the new MJ video from Stan Winston Studios.

And that about wraps it up for September. Weird, most of this info. We'll be online tomorrow (June 8th) so by the time you read this it'll be all crusty and moldy. Sorry 'bout that.

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BATTLE MONSTERS	[illegible]
BATTLETECH	[illegible]
BIG HURT BASEBALL	[illegible]
BLACKFIRE	[illegible]
BLAZING DRAGONS	[illegible]
BOTTOM OF THE 9TH	[illegible]
BRAINDEAD 13	[illegible]
BRUTAL 2010	[illegible]
BUG	[illegible]
CAESAR'S WORLD	[illegible]
CANYON RACER	[illegible]
CASPER	[illegible]
CASTLEVANIA	[illegible]
CENTER RING BOXING	[illegible]
CHAOS CONTROL	[illegible]
CLOCKWORK KNIGHT	[illegible]
CLOCKWORK KNIGHT 2	[illegible]
COLLEGE SLAM	[illegible]
CONGO	[illegible]
CORPSE KILLER	[illegible]
CREATURE SHOCK	[illegible]
CRIME WAVE	[illegible]
CRITICOM	[illegible]
CYBER SPEEDWAY	[illegible]
CYBERIA	[illegible]
CYBERSLED	[illegible]
D	[illegible]
DAEDALUS ENCOUNT	[illegible]
DARIUS GAIDEN	[illegible]
DARK LEGEND	[illegible]
DARK SAVIOR	[illegible]
DARK SUN	[illegible]
DARKSTALKERS	[illegible]
DAYTONA USA	[illegible]
DECATHLETE	[illegible]
DEFCON 5	[illegible]
DESCENT	[illegible]
DESTRUCTION DERBY	[illegible]
DIEHARD TRILOGY	[illegible]
DOUBLE SWITCH	[illegible]
DRACULA X	[illegible]
DRAGON'S LAIR	[illegible]
DRAGONS OF THE SQUARE TABLE	[illegible]
DUNGEONS & DRAGONS	[illegible]
EARTHWORM JIM 2	[illegible]
ETERNAL CHAMPIONS	[illegible]
EXTREME PINBALL	[illegible]
F. RACING	[illegible]
FANTASY PINBALL	[illegible]
FIFA INTL SOCCER '96	[illegible]
FIGHTING FANTASY	[illegible]
FOX HUNT	[illegible]
FREE RUNNER	[illegible]
GALACTIC ATTACK	[illegible]
GALAXY FIGHTER	[illegible]
GHEN WAR	[illegible]
GOLDEN AXE	[illegible]
GRAND CHASER	[illegible]
GUARDIAN HEROES	[illegible]
HANG ON GP	[illegible]
HEART OF DARKNESS	[illegible]
HELL	[illegible]
HI OCTANE	[illegible]
HIGH VELOCITY	[illegible]
HORDE	[illegible]
HYPER 3D PINBALL	[illegible]
IMPACT RACING	[illegible]
IN THE HUNT	[illegible]
INTL VICTORY GOAL	[illegible]
IRON MAN MANOWAR	[illegible]
IRON STORM	[illegible]
JETSKI RAGE	[illegible]
JOHNNY BAZOOKATONE	[illegible]
JOURNEYMAN PROJ	[illegible]
JUDGE DREDD	[illegible]
KINGDOM O'MAGIC	[illegible]
LAST BOUNTY HUNTER	[illegible]
LAST GLADIATOR	[illegible]
LEGACY OF KAIN	[illegible]
LEGEND OF THOR	[illegible]
MAGIC CARPET	[illegible]
MANSION HIDDEN SOUL	[illegible]
MAXIMUM SURGE	[illegible]
MICKEY THOMPSON'S SUPERCROSS	[illegible]
MINNESOTA FATS	[illegible]
MORTAL KOMBAT II	[illegible]
MR. BONES	[illegible]
MVP BASEBALL 96	[illegible]
MVP COLLEGE F/B 96	[illegible]
MYST	[illegible]
MYSTARIA	[illegible]
NBA ACTION 96	[illegible]
NBA IN THE ZONE	[illegible]
NBA JAM TOURN EDIT	[illegible]
NEED FOR SPEED	[illegible]
NFL FULL CONTACT	[illegible]
NFL Q-BACK CLUB '97	[illegible]
NHL ALL STAR HOCKEY	[illegible]
NHL POWERPLAY '96	[illegible]
NIGHTS	[illegible]
NIGHTS W/CONT PAD	[illegible]
OFF WORLD INTER EXT	[illegible]
OLYMPIC SUMMER GAM	[illegible]
PANZER DRAGOON	[illegible]
PANZER DRAGOON 2	[illegible]
PARODIUS	[illegible]
PEBBLE BEACH GOLF	[illegible]
PGA TOUR GOLF '96	[illegible]
PRIMAL RAGE	[illegible]
PRIZE FIGHTER	[illegible]
PROJECT OVERKILL	[illegible]
QUARTERBACK ATTACK	[illegible]
RAYMAN	[illegible]
RETURN FIRE	[illegible]
REVOLUTION X	[illegible]
RIGLORD SAGA	[illegible]
RIPPER X	[illegible]
RISE 2 RESURRECTION	[illegible]
ROAD KILL	[illegible]
ROAD RASH	[illegible]
ROBINSON'S REQUIEM	[illegible]
ROBO PIT	[illegible]
ROBOTICA	[illegible]
ROM. 3 KINGDOMS 4	[illegible]
RUGBY 96	[illegible]
RUNG	[illegible]
SCORCHER	[illegible]
SCREAMING WHEELS	[illegible]
SEGA RALLY CHAMP	[illegible]
SHELLSHOCK	[illegible]
SHINING WISDOM	[illegible]
SHINOBI LEGIONS	[illegible]
SHOCKWAVE	[illegible]
SHREDFEST	[illegible]
SIGN OF THE SUN	[illegible]
SIMCITY 2000	[illegible]
SKELETON WARRIORS	[illegible]
SLAM 'N JAM 96	[illegible]
SOLAR ECLIPSE	[illegible]
SPACE ACE	[illegible]
SPLIT REALITIES	[illegible]
SPOT GOES HOLLY	[illegible]
STEEL HARBINGER	[illegible]
STREET FIGHTER ALPHA	[illegible]
ST. FIGHTER MOVIE	[illegible]
SUPREME WARRIOR	[illegible]
T 3000	[illegible]
TANK COMMANDER	[illegible]
THEME PARK	[illegible]
THUNDERHAWK	[illegible]
THUNDERSTRIKE 2	[illegible]
THM MOTORSPORTS	[illegible]
TRIPLE PLAY '97	[illegible]
ULTIMATE FOOTBALL	[illegible]
ULTIMATE MK3	[illegible]
VALORA VALLEY GOLF	[illegible]
VARUNA'S FORCES	[illegible]
VERTIGO	[illegible]
VIEWPOINT	[illegible]
VIRTUA COP W/O GUN	[illegible]
VIRTUA COP W/GUN	[illegible]
VIRTUA FIGHTER 2	[illegible]
VIRTUA HYDLIDE	[illegible]
VIRTUA RACING	[illegible]
VIRTUA STRIKER	[illegible]
VIRTUAL CHESS	[illegible]
VIRTUAL POOL	[illegible]
VR BASKETBALL	[illegible]
VR HOCKEY	[illegible]
VR SOCCER	[illegible]
WARRIORS OF FATE	[illegible]
WATERWORLD	[illegible]
WICKED 18	[illegible]
WING ARMS	[illegible]
WING COMMANDER III	[illegible]
WORLD CUP GOLF	[illegible]
WORLD SERIES B'BALL	[illegible]
WORLDWIDE SOCCER	[illegible]
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X-35	[illegible]
X MEN CHILDREN ATOM	[illegible]

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BASSIN'S BLACK BASS	[illegible]
BATMAN & ROBIN	[illegible]
BATMAN FOREVER	[illegible]
BEAVIS & BUTTHEAD	[illegible]
BIG HURT BASEBALL	[illegible]
BOOGERMAN	[illegible]
BRAINLORD	[illegible]
BRANDISH	[illegible]
BREATH OF FIRE 2	[illegible]
C2 JUDGEMENT CLAY	[illegible]
CHRONO TRIGGER	[illegible]
CIVILIZATION	[illegible]
COLLEGE SLAM	[illegible]
CUTTHROAT ISLAND	[illegible]
DEATH RTN SUPERMAN	[illegible]
DEMOLITION MAN	[illegible]
DESERT STRIKE	[illegible]
DONKEY KONG CNTRY	[illegible]
DONKEY KONG CNTRY 2	[illegible]
DOOM	[illegible]
DOOM TROOPERS	[illegible]
DRACULA X	[illegible]
DRAGON	[illegible]
EARTHWORM JIM	[illegible]
EARTHWORM JIM 2	[illegible]
ESPN SPEEDWORLD	[illegible]
FINAL FANTASY 2	[illegible]
FINAL FANTASY 3	[illegible]
FINAL FIGHT 3	[illegible]
ILLUSION OF GAIA	[illegible]
INDIANA JONES GREAT	[illegible]
INCREDIBLE HULK	[illegible]
ITCHY & SCRATCHY	[illegible]
IZZY'S OLYMPIC QUEST	[illegible]
JOHN MADDEN 96	[illegible]
JUDGE DREDD	[illegible]
JUNGLE BOOK	[illegible]
JUNGLE STRIKE	[illegible]
JURASSIC PARK 2	[illegible]
JUSTICE LEAGUE TASK	[illegible]
KAWASAKI SUPERBIKE	[illegible]
KILLER INSTINCT	[illegible]
KING ARTHUR	[illegible]
KNIGHTS OF JUSTICE	[illegible]
KIRBY'S DREAM COURSE	[illegible]
KIRBY'S AVALANCHE	[illegible]
LION KING	[illegible]
LORD OF DARKNESS	[illegible]
LORD OF THE RINGS	[illegible]
LUFIA	[illegible]
LUFIA 2	[illegible]
MAXIMUM CARNAGE	[illegible]
MECH WARRIOR 3050	[illegible]
MEGAMAN X2	[illegible]
MEGAMAN X3	[illegible]
MEGAMAN 7	[illegible]
MICHAEL ANDR. RACING	[illegible]
MIGHT & MAGIC III	[illegible]
MORTAL KOMBAT II	[illegible]
MORTAL KOMBAT III	[illegible]
NBA GIVE 'N GO	[illegible]
NBA JAM TOURN EDIT	[illegible]
NBA LIVE 96	[illegible]
NEW HORIZONS	[illegible]
NFL Q-BACK CLUB 96	[illegible]
NHL HOCKEY 96	[illegible]
NINJA GAIDEN TRILOGY	[illegible]
NO FEAR RACING	[illegible]
OGRE BATTLE	[illegible]
OPERATION EUROPE	[illegible]
PALADIN'S QUEST	[illegible]
PITFALL MAYAN ADV	[illegible]
POWER RANGERS THE MOVIE	[illegible]
FIGHTING EDITION	[illegible]
PRIMAL RAGE	[illegible]
REVOLUTION X	[illegible]
ROM. 3 KINGDOMS 2	[illegible]
ROM. 3 KINGDOMS 3	[illegible]
SAMURAI SHODOWN	[illegible]
SECRET OF EVERMORE	[illegible]
SECRET OF MANA	[illegible]
SEPARATION ANXIETY	[illegible]
SIMCITY	[illegible]
SOUL BLAZER	[illegible]
SPAWN	[illegible]
SPIDERMAN (ACCLAIM)	[illegible]
STAR TREK DEEP SPACE 9	[illegible]
STAR FLEET ACADEMY	[illegible]
SUPER CAESAR'S PAL	[illegible]
SUPER MARIO ALL STAR	[illegible]
SUPER MARIO KART	[illegible]
SUPER MARIO RPG	[illegible]
SUPER MARIO WORLD 2 YOSHI'S ISLAND	[illegible]
SUPER PUNCH OUT	[illegible]
SUPER RBI BASEBALL	[illegible]
SUPER STREET FIGHT 2	[illegible]
TECMO SEC OF STARS	[illegible]
TECMO SUPER BOWL III	[illegible]
TETRIS 2	[illegible]
TETRIS/DR MARIO	[illegible]
TNN BASS TOURN 96	[illegible]
TOP GEAR	[illegible]
TOP GEAR 2	[illegible]
TOP GEAR 3000	[illegible]
TOY STORY	[illegible]
TRUE LIES	[illegible]
TURN & BURN	[illegible]
UNCHARTED WATERS	[illegible]
URBAN STRIKE	[illegible]
VIRTUAL BART	[illegible]
WEAPONLORD	[illegible]
WWF ARCADE GAME	[illegible]

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	We Sell Used / We Buy
11TH HOUR	[illegible]
2 XTREME	[illegible]
3 DECATHLON	[illegible]
3D GOLF	[illegible]
4 X 4 GEARS 'N GUTS	[illegible]
A TRAIN 4	[illegible]
AEON FLUX	[illegible]
AFTERMATH	[illegible]
ABLE WARRIOR F11X	[illegible]
AIR COMBAT	[illegible]
ALIEN TRILOGY	[illegible]
ALIEN VIRUS	[illegible]
ALONE IN THE DARK	[illegible]
ARC THE LAD	[illegible]
ASSAULT RIGS	[illegible]
BALL BLAZER X	[illegible]
BASES LOADED '96	[illegible]
BATMAN FOREVER	[illegible]
BATTLE ARENA TOSHINDEN	[illegible]
BATTLE ARENA TOSH 2	[illegible]
BATTLETECH	[illegible]
BEYOND THE BEYOND	[illegible]
BIG BASS WORLD CHAMP	[illegible]
BIG HURT BASEBALL	[illegible]
BOTTOM OF THE 9TH	[illegible]
BRAINDEAD 13	[illegible]
BUSTER BROS COLLECTION	[illegible]
CASPER	[illegible]
CHAMPIONSHIP POOL	[illegible]
CHAOS CONTROL	[illegible]
CHESSMASTER 3D	[illegible]
CHRONICLES OF SWORD	[illegible]
COLLEGE SLAM	[illegible]
CONGO	[illegible]
CONV. CITY BALL TOUR	[illegible]
COSMIC RACE	[illegible]
CRASH BANDICOOT	[illegible]
CREATURE SHOCK	[illegible]
CRIME CRACKERS	[illegible]
CRITICOM	[illegible]
CYBER SLED	[illegible]
CYBERIA	[illegible]
CYBERSPEED	[illegible]
D	[illegible]
DARK FORCES	[illegible]
DARK LEGENDS	[illegible]
DARKNET	[illegible]
DARKSTALKERS	[illegible]
DEATH CRUSADER	[illegible]
DEATH RACE	[illegible]
DESCENT	[illegible]
DESTRUCTION DERBY	[illegible]
DIEHARD TRILOGY	[illegible]
DIRT TRAX EXTREME	[illegible]
DISCWORLD	[illegible]
DOOM	[illegible]
DRACULA X	[illegible]
DRAGONHEART	[illegible]
EARTHWORM JIM 2	[illegible]
ENDORFUN	[illegible]
ESPN EXTREME GAMES	[illegible]
EXTREME PINBALL	[illegible]
F111 AARDVARK	[illegible]
FADE TO BLACK	[illegible]
FANTASTIC PINBALL	[illegible]
FATAL RACING	[illegible]
FIFA INTL SOCCER 96	[illegible]
FORMULA ONE WORLD	[illegible]
FOX HUNT	[illegible]
G POLICE	[illegible]
GALACTIC ATTACK	[illegible]
GEX	[illegible]
GOAL STORM SOCCER	[illegible]
GT FOOTBALL	[illegible]
GUNDAM	[illegible]
GUNNER'S HEAVEN	[illegible]
GUNSHIP 2000	[illegible]
HARBINGER	[illegible]
HARDBALL 5	[illegible]
HEART OF DARKNESS	[illegible]
HI OCTANE	[illegible]
HYPER 3D PINBALL	[illegible]
IN THE HUNT	[illegible]
INDEPENDENCE DAY	[illegible]
INTL TRACK & FIELD	[illegible]
IRONMAN XO MANOWAR	[illegible]
JOHNNY BAZOOKATONE	[illegible]
JOHNNY MNEMONIC	[illegible]
JOURNEYMAN PROJ	[illegible]
JUMPING FLASH	[illegible]
JUMPING FLASH 2	[illegible]
JUPITER STRIKE	[illegible]
KILEAK DNA IMPER	[illegible]
KILLING ZONE	[illegible]
KING'S FIELD	[illegible]
KINGDOM O'MAGIC	[illegible]
KRAZY IVAN	[illegible]
LEMMINGS 3D	[illegible]
LOADED	[illegible]
LONE SOLDIER	[illegible]
LOST VIKINGS 2	[illegible]
MAGIC CARPET	[illegible]
MANSION OF HID SOULS	[illegible]
METAL JACKET	[illegible]
MINNESOTA FATS POOL	[illegible]
MLB PENNANT RACE	[illegible]
MONSTROUS CITY	[illegible]
MORTAL KOMBAT II	[illegible]
MORTAL KOMBAT III	[illegible]
MVP BASEBALL	[illegible]
MYST	[illegible]
MYSTARIA	[illegible]
NAMCO MUSEUM VOL. 1	[illegible]
NBA IN THE ZONE	[illegible]
NBA JAM T.E.	[illegible]
NBA LIVE '96	[illegible]
NEED FOR SPEED	[illegible]
NFL FULL CONTACT	[illegible]
NFL GAME DAY	[illegible]
NFL Q-BACK CLUB '97	[illegible]
NHL FACE OFF	[illegible]
NHL POWERPLAY '96	[illegible]
OFF WORLD INTER	[illegible]
OLYMPIC SOCCER	[illegible]
OLYMPIC SUMMER GAM	[illegible]
PANZER GENERAL	[illegible]
PARASITE	[illegible]
PARODIUS	[illegible]
PGA TOUR GOLF '96	[illegible]
PHILOSOMA	[illegible]
POWER SLAVE	[illegible]
PRIMAL RAGE	[illegible]
PROJECT HORNED OWL	[illegible]
PROJECT OVERKILL	[illegible]
PROWLER	[illegible]
PSYCHIC DETECTIVE	[illegible]
PYRAMID INTRUDER	[illegible]
RAIDEN PROJECT	[illegible]
RAVEN PROJECT	[illegible]
RAYMAN	[illegible]
RAZOR WING	[illegible]
REBOOT	[illegible]
RESIDENT EVIL	[illegible]
RETURN FIRE	[illegible]
RETURN TO ZORK	[illegible]
REVOLUTION X	[illegible]
RIDGE RACER	[illegible]
RIDGE RACER REVOLUTION	[illegible]
RIPPER	[illegible]
RISE 2 RESURRECTION	[illegible]
ROAD RASH	[illegible]
ROBO PIT	[illegible]
ROCK 'N ROLL RACING	[illegible]
ROM. 3 KINGDOMS 4	[illegible]
RUN & GUN BASKET	[illegible]
SCREAMING WHEELS	[illegible]
SENTIENT	[illegible]
SHADOAN	[illegible]
SHELLSHOCK	[illegible]
SHOCKWAVE ASSAULT	[illegible]
SHREDFEST	[illegible]
SILVERLOAD	[illegible]
SIMCITY 2000	[illegible]
SKELETON WARRIOR	[illegible]
SLAYER	[illegible]
SOLAR ECLIPSE	[illegible]
SPACE HULK VENG	[illegible]
SPACE GRIFFON VF-9	[illegible]
SPLIT REALITIES	[illegible]
SPOT GOES HOLLY	[illegible]
STARBLADE	[illegible]
STARFIGHTER	[illegible]
STEEL HARBINGER	[illegible]
STORM	[illegible]
STREET RACER	[illegible]
STREET FIGHTER ALPHA	[illegible]
STREET FIGHTER MOV	[illegible]
STRIKE POINT	[illegible]
SYNDICATE WARS	[illegible]
TECMO WORLD GOLF	[illegible]
TECMO SUPERBOWL	[illegible]
TEKKEN	[illegible]
TEKKEN 2	[illegible]
THEME PARK	[illegible]
THUNDERHAWK	[illegible]
THUNDERSTRIKE 2	[illegible]
TOKYO HWY BATTLE	[illegible]
TNN MOTORSPORTS	[illegible]
TRUE PINBALL	[illegible]
TWISTED METAL	[illegible]
V MAX	[illegible]
VELOCITY MAXIMUM	[illegible]
VIEWPOINT	[illegible]
VIRUS	[illegible]
VR SOCCER 96	[illegible]
WAR HAMMER	[illegible]
WARHAWK	[illegible]
WARRIORS OF FATE	[illegible]
WATERWORLD	[illegible]
WING COMMANDER III	[illegible]
WIPEOUT	[illegible]
WORLD CUP GOLF	[illegible]
WORMS	[illegible]
WWF ARCADE	[illegible]
X COM	[illegible]
X MEN	[illegible]
ZERO DIVIDE	[illegible]

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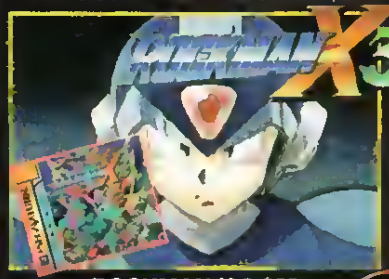
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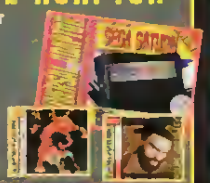


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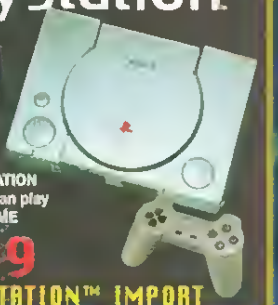
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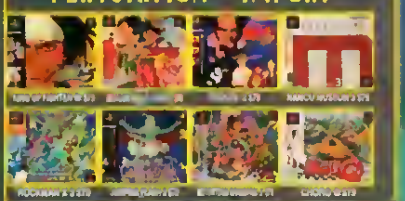
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